



“Two Swords”  
1042-248  
Final Board

Date 02/09/16

1042 248

- ☒ Board Team Final
- ☒ Network Approval Board
- ☒ Record Board
- ☒ Animatic Scan Board
- ☒ Conformed Board
- ☒ Design Board 02/09/16
- ☒ Final Board

Adventure Time Created by  
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Supervising Director  
Cole Sanchez

Storyboard by  
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Animation Studio  
SAEROM

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FEB 25 2016

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ADVENTURE TIME



Page \_\_\_\_\_

Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night

Dialog:

Action:

FEB 25 2016

Timing:

EPISODE #

1042-248

Production :

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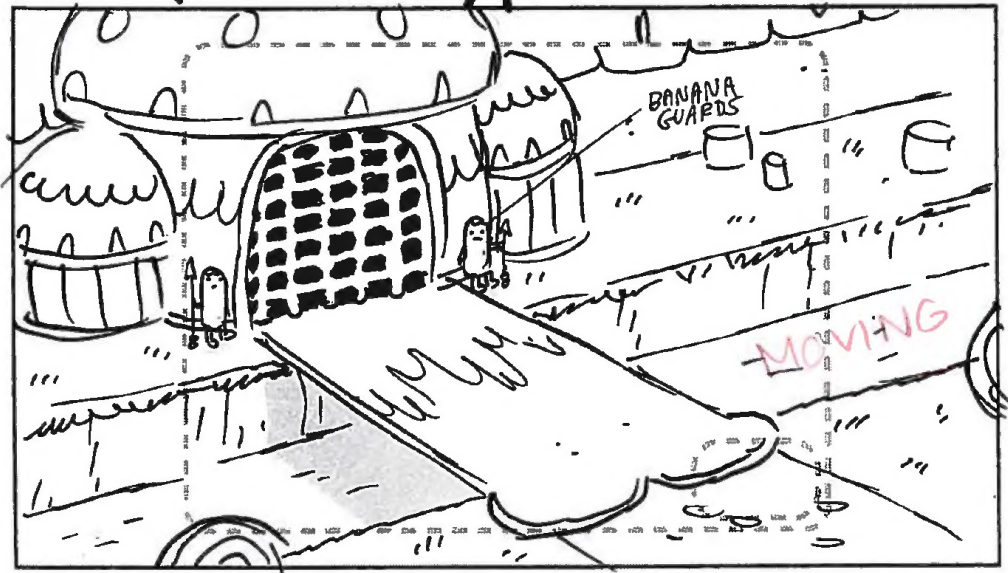
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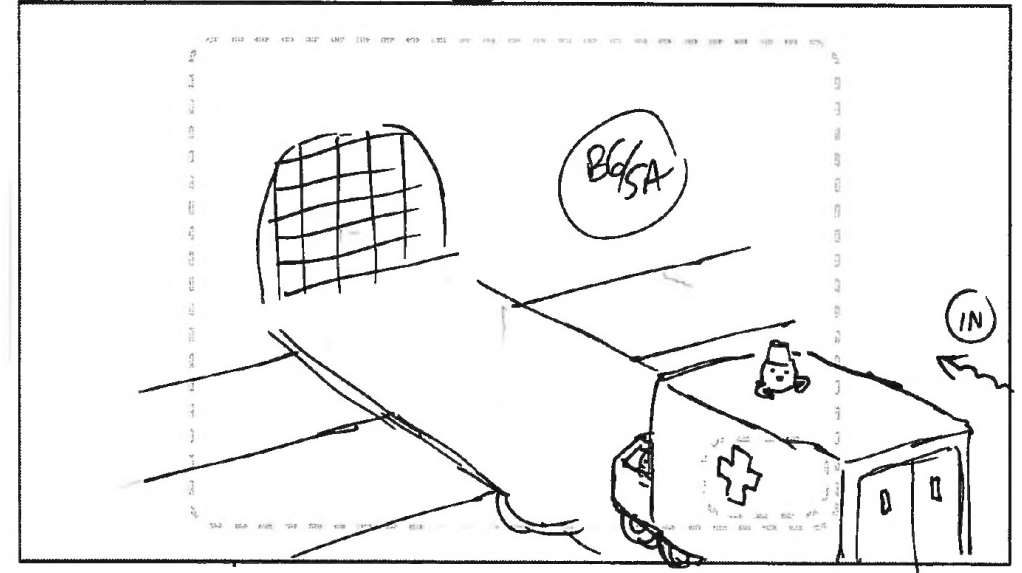
# ADVENTURE TIME



Sc. 01 Pnl. A Bg. day night



Sc. 1cont Pnl. B Bg. day night



Dialog:	(BANANA GUARD) (OS) (siren noise) wee-ooo wee-oo wee-oo
Action:	- GIANT AMBULANCE DRIVES ON/S. FEB 25 2016
Timing:	



EPISODE # 1042-248  
Production :

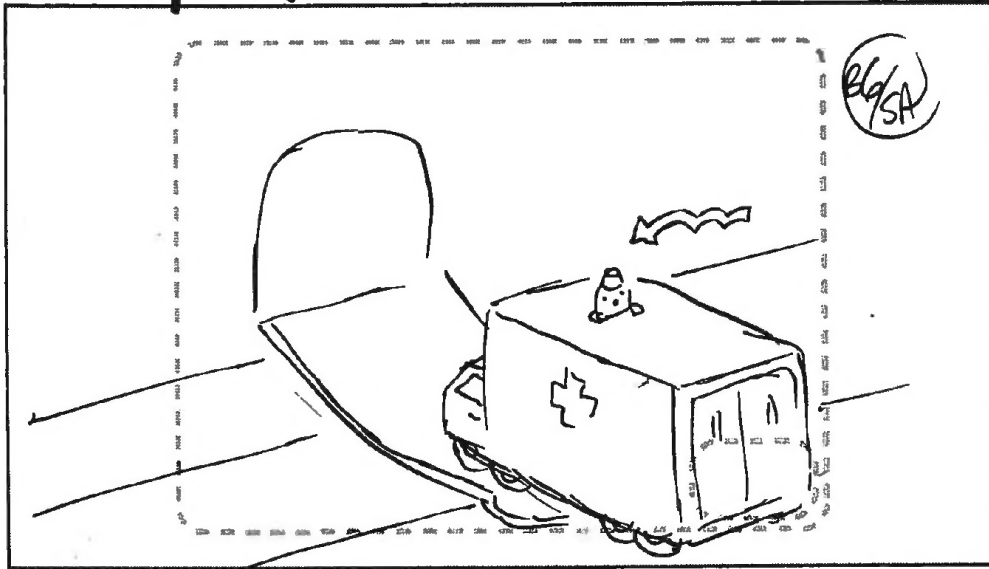
1042 248

# ADVENTURE TIME

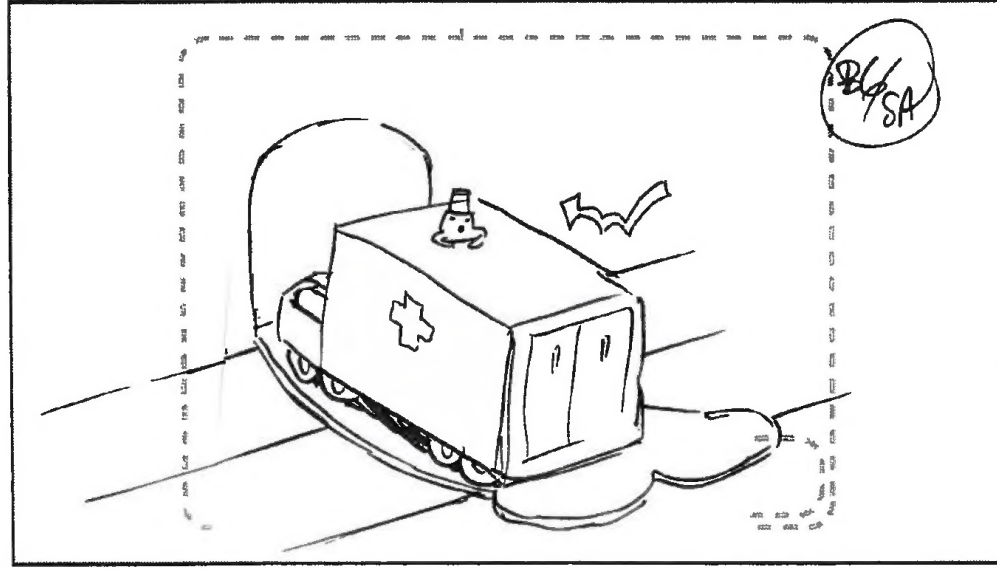


Page 2

Sc. 1/cont Pnl. C Bg. day night



Sc. 1/cont Pnl. D Bg. day night



Dialog:

BG (continued)  
SFX \* BRIDGE CREAK \*

BG: (continued)

SFX \* creak creak \*

Action:

- DRAW BRIDGE BOWS AS AMBULANCE CROSSES

FEB 25 2016

Timing:

EPISODE #

Production :

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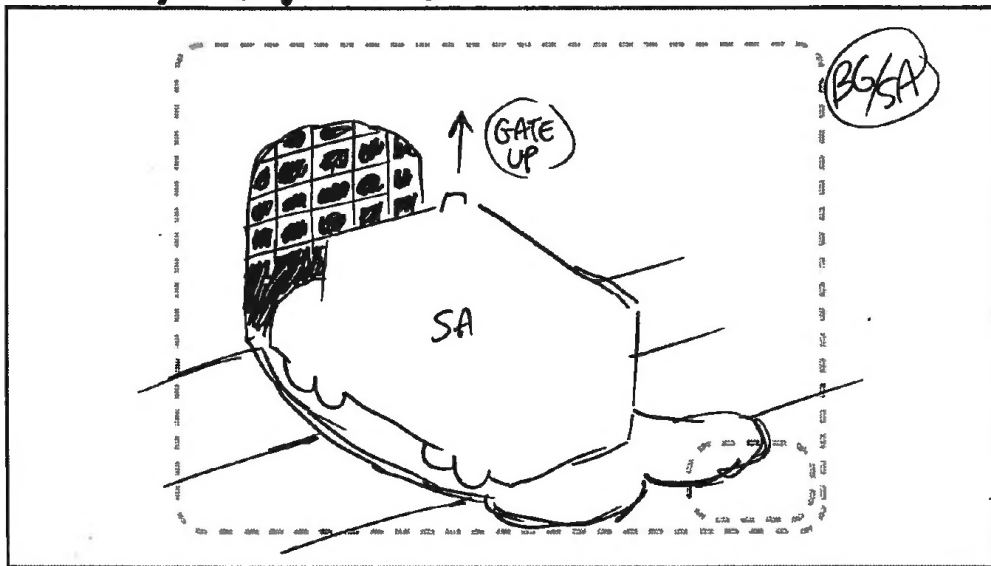


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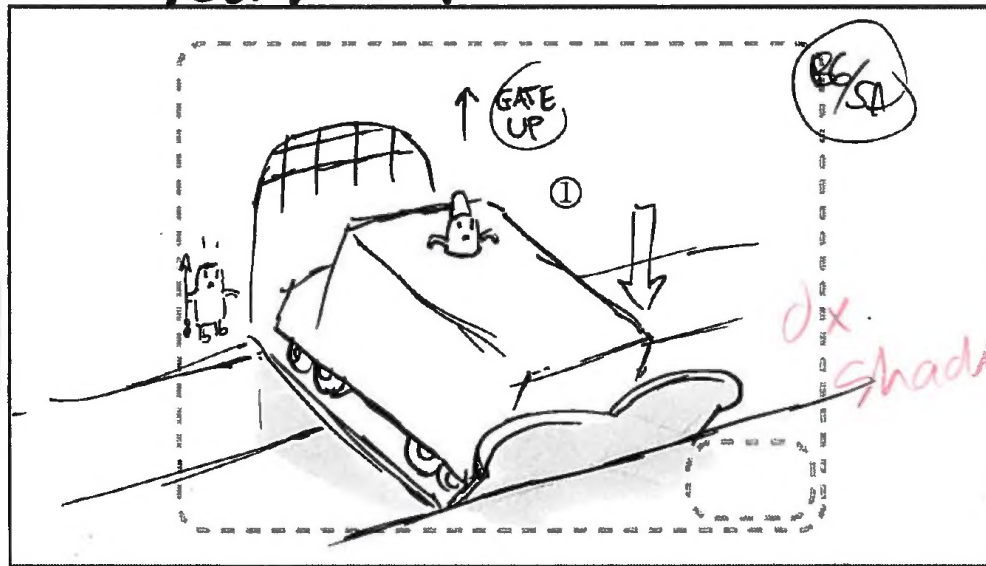


Page **3**

Sc. **1/CONT** Pnl. **E** Bg. day night



Sc. **1/CONT** Pnl. **F** Bg. day night



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EPISODE #

Production :

Dialog:

**BG** (continued)

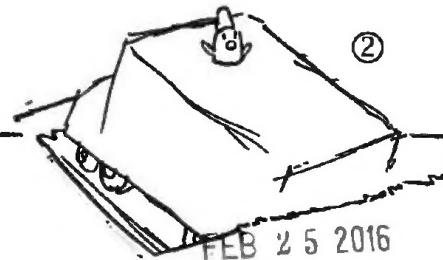
**Sfx** : CRACK! :

Action:

- GATE RISES.

- BRIDGE SNAPS

Timing:



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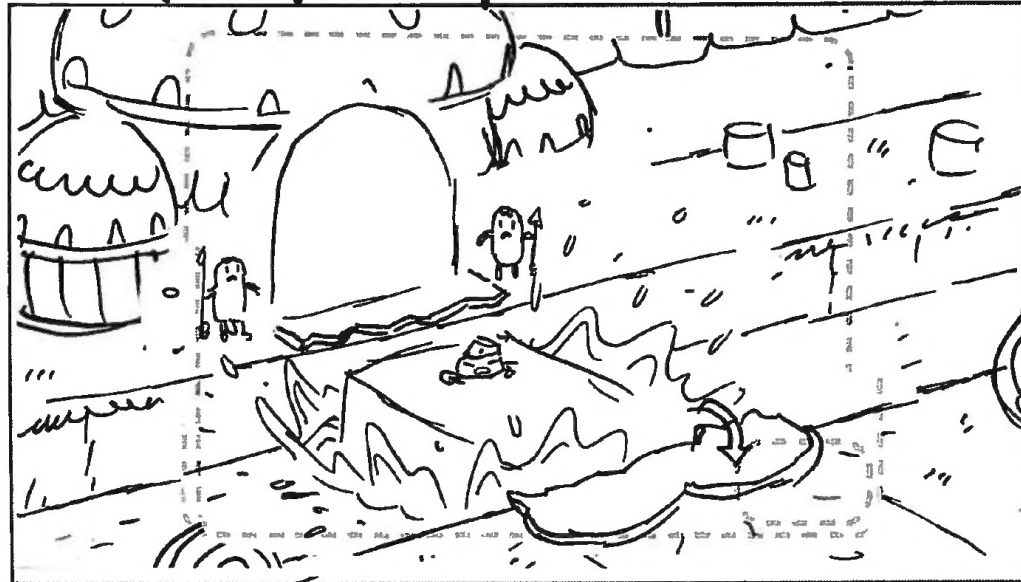
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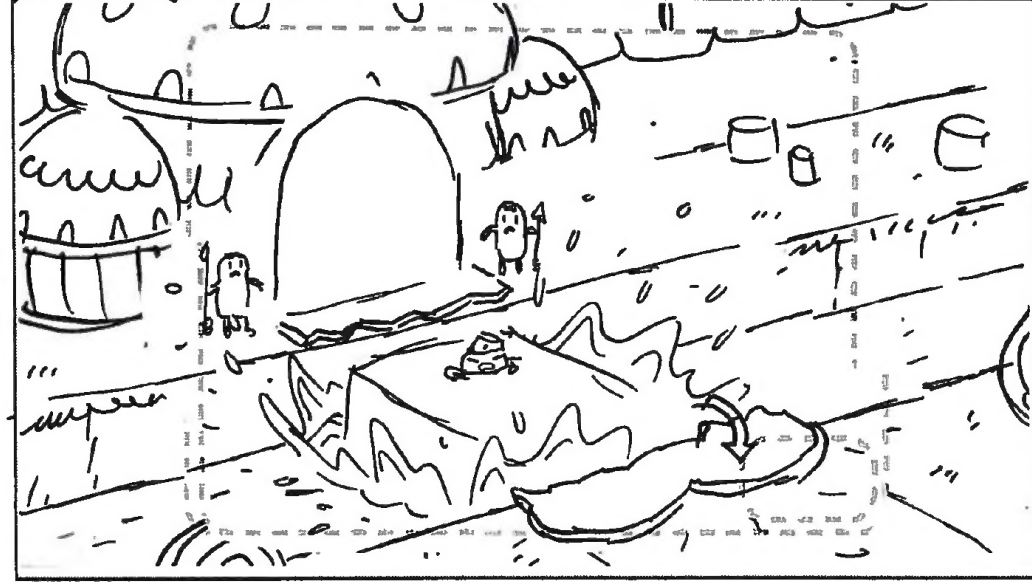


Water is solid

Sc. 1/CONT Pnl. G Bg. day night



Sc. 1/CONT Pnl. H Bg. day night



## Dialog:

SFX: \* SPSHH! \*

PRINCESS  
BUBBLEGUM

VO

okay, how about  
now?

## Action:

- AMBULANCE DROPS INTO MOAT.
- FRONT OF BROKEN BRIDGE DROPS FORWARD ONTO GROUND.

## Timing:

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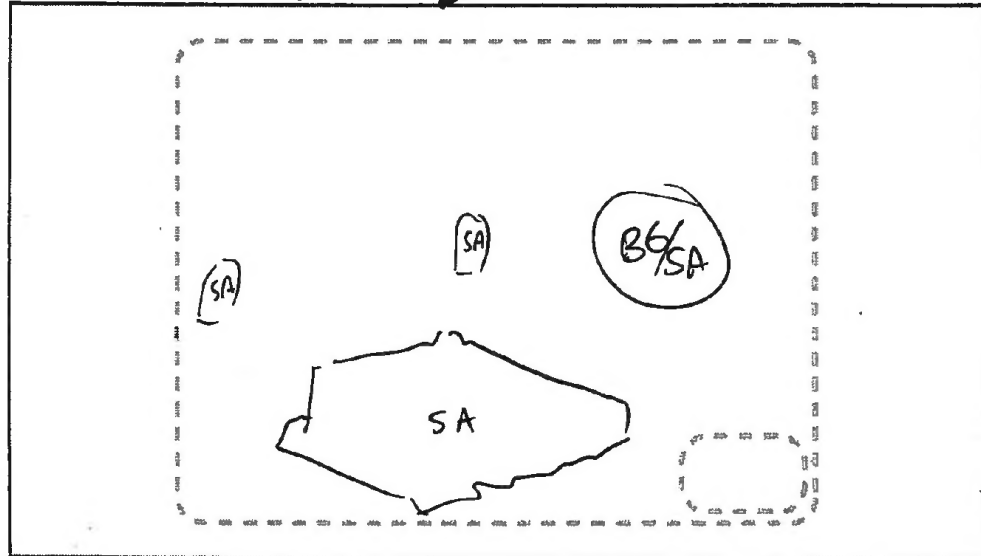
Production :

ADVENTURE TIME

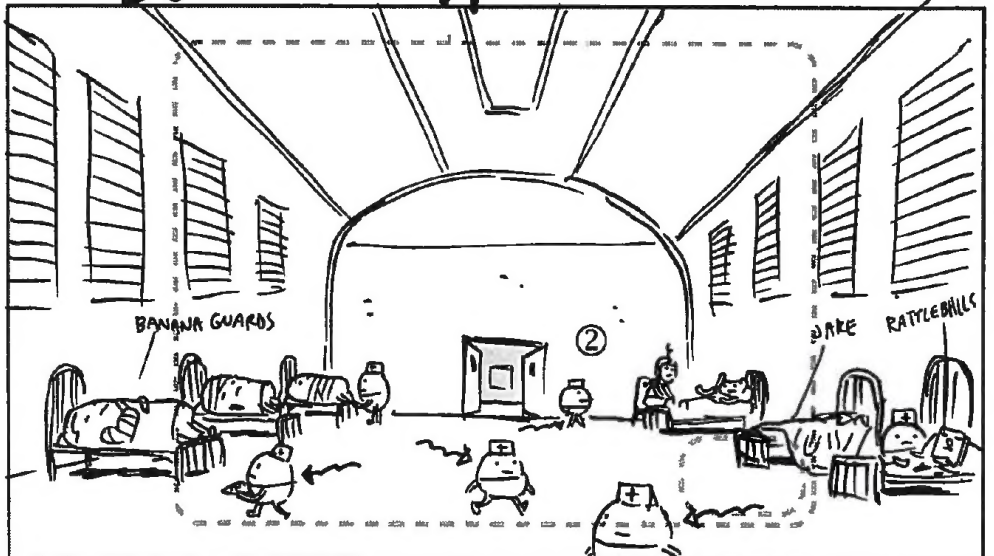


Page 5

Sc. 1 cont Pnl. I Bg. day night



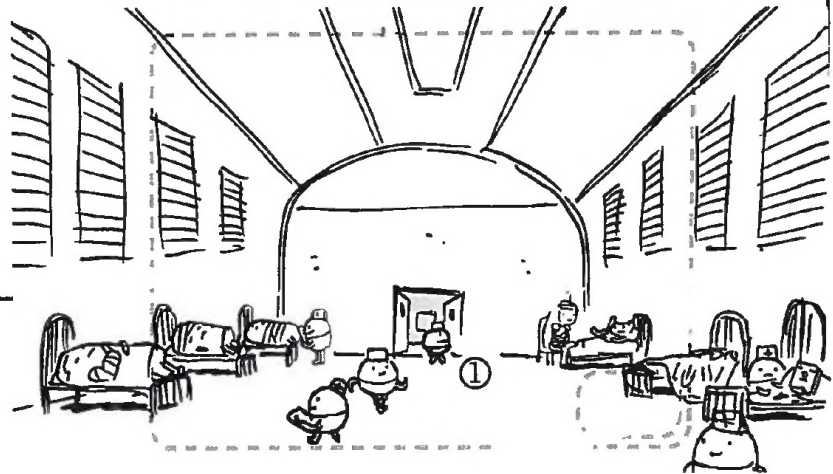
Sc. 2 Pnl. A Bg. day night



Dialog: (SFX) (mallet barking Finn's arm)  
= BONK : (FINN) Yeah, I can feel it. But there's a little delay.

Action:

Timing:



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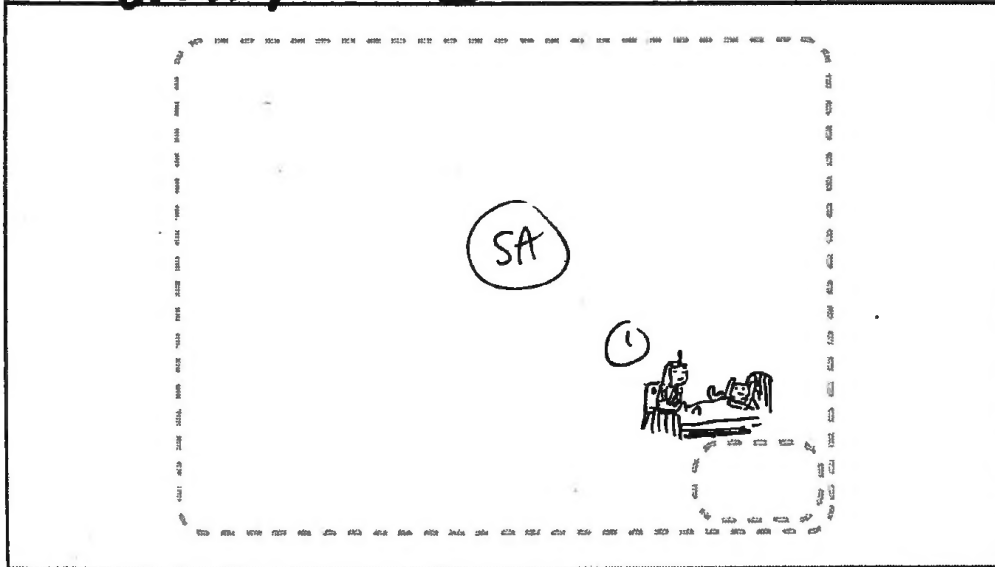
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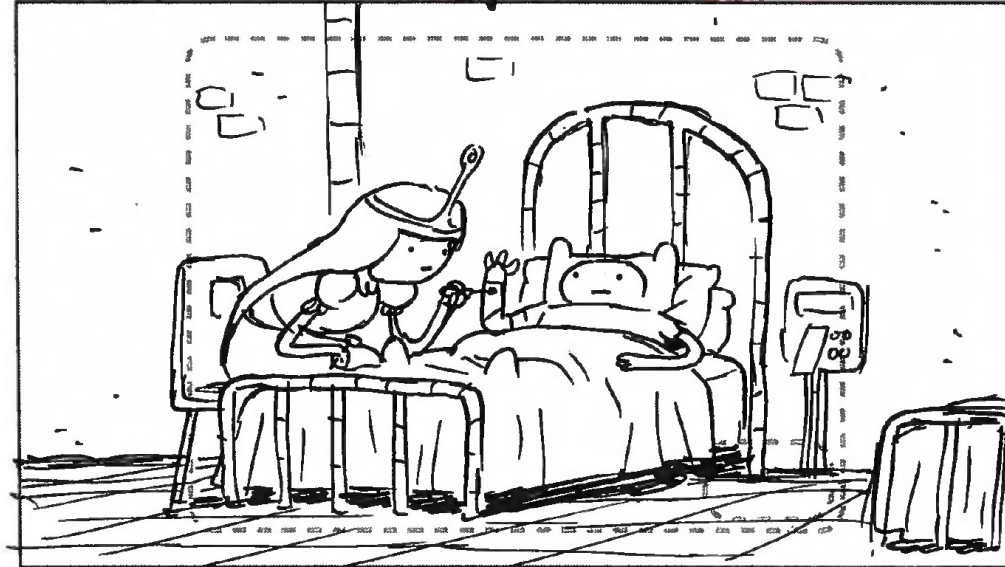
BODY UNDER COVER  
NEVER MOVES

Page 06

Sc. *Acnt* Pnl. *B* Bg. day night


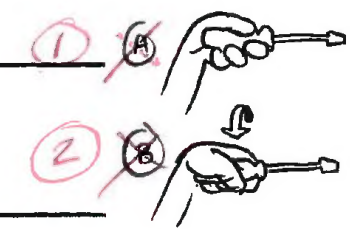
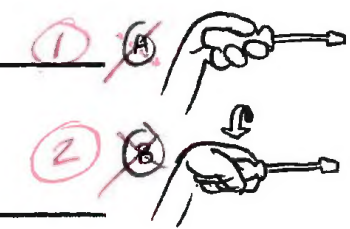


Sc. *3* Pnl. *A* Bg. day night



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Dialog:	<i>PB:</i> Hmm... 	<i>(SFX)</i> > SQUEAK SQUEAK <
Action:	-PB LEANS FORWARD WITH DRIVER.	
Timing:		

FINN'S ARM SHOULD HAVE A LITTLE SCREW IN THIS SCENE

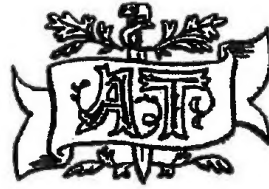
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Production :

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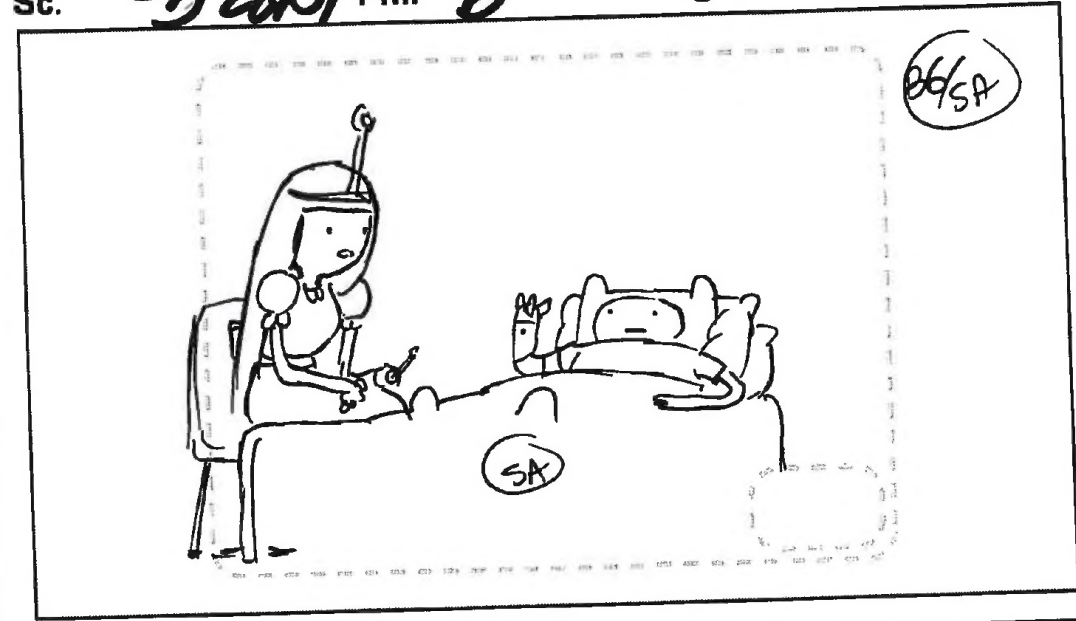


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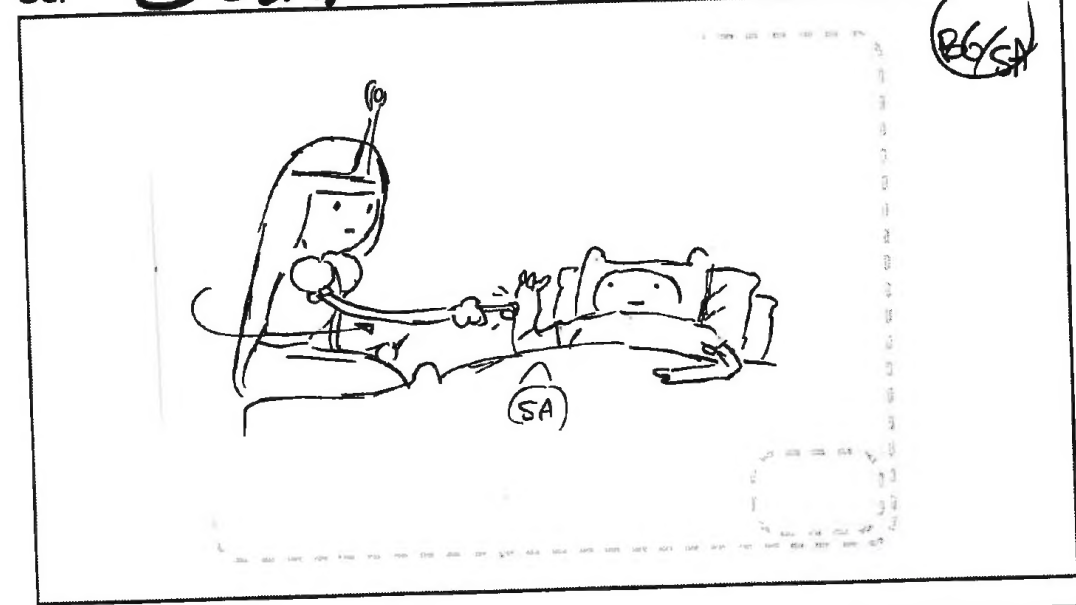


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Sc. 3 cont Pnl. B Bg. day night



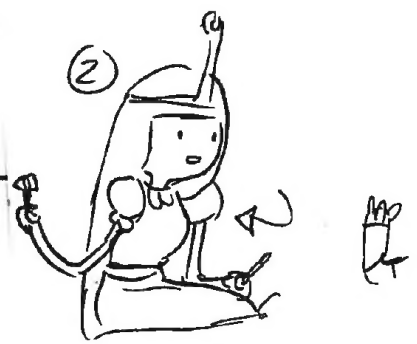
Sc. 3 cont Pnl. C Bg. day night



Dialog: (PB) How 'bout now?

(SFX) : BONK :

Action:



- PB HOLDS UP REFLEX HAMMER.

- PB TAPS FINN'S ARM.

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Timing:

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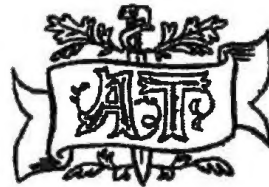
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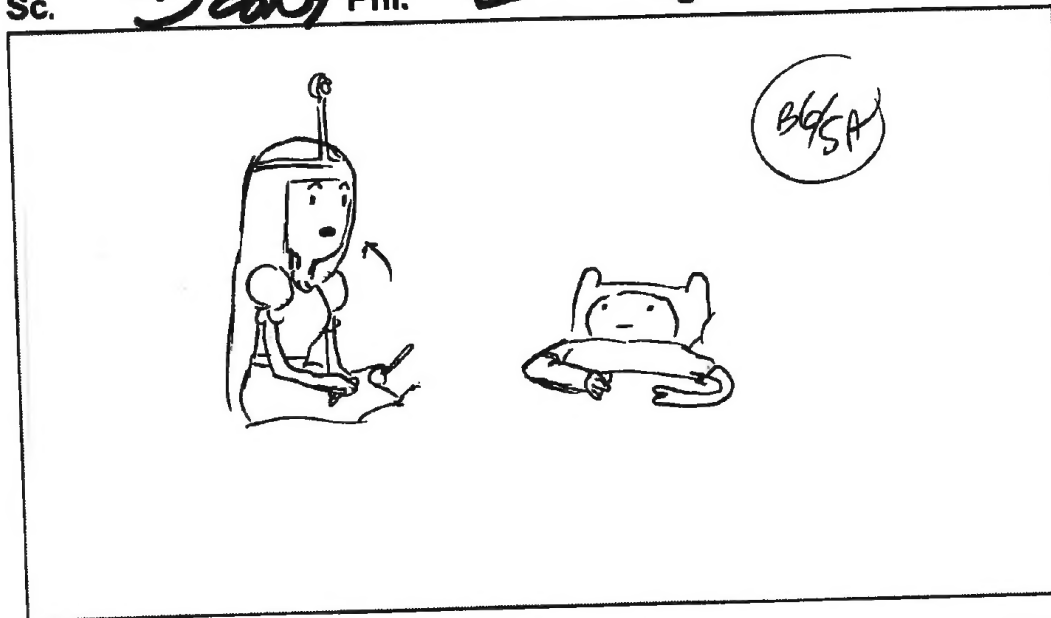
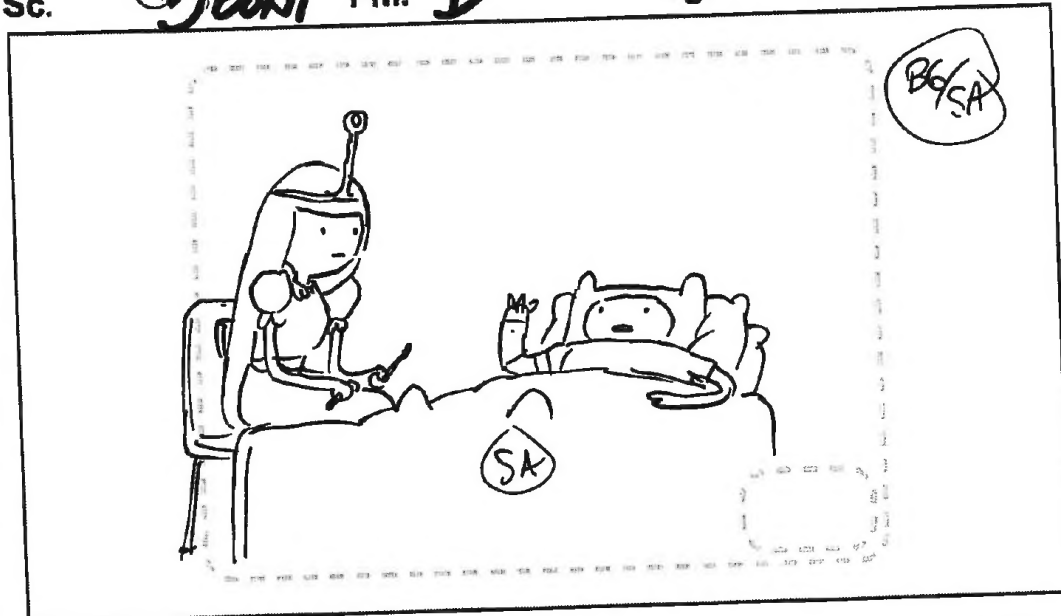
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# ADVENTURE TIME



Page 08

Sc. 3cont Pnl. D Bg. day night Sc. 3cont Pnl. E Bg. day night



Dialog: (F:) Now I felt it before you hit me.

(PB) Who? ... Really?

Action:

FEB 25 2016

Timing:

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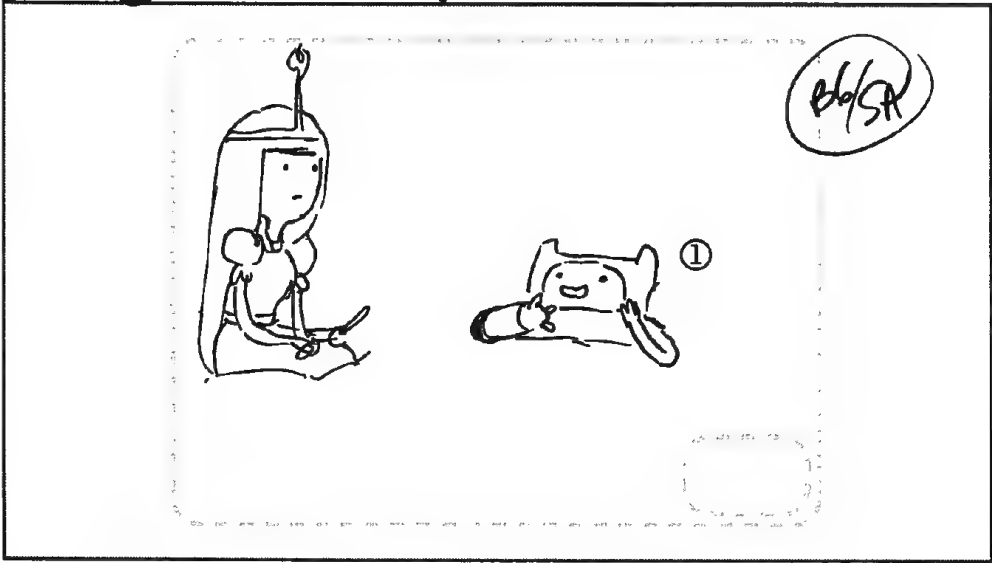
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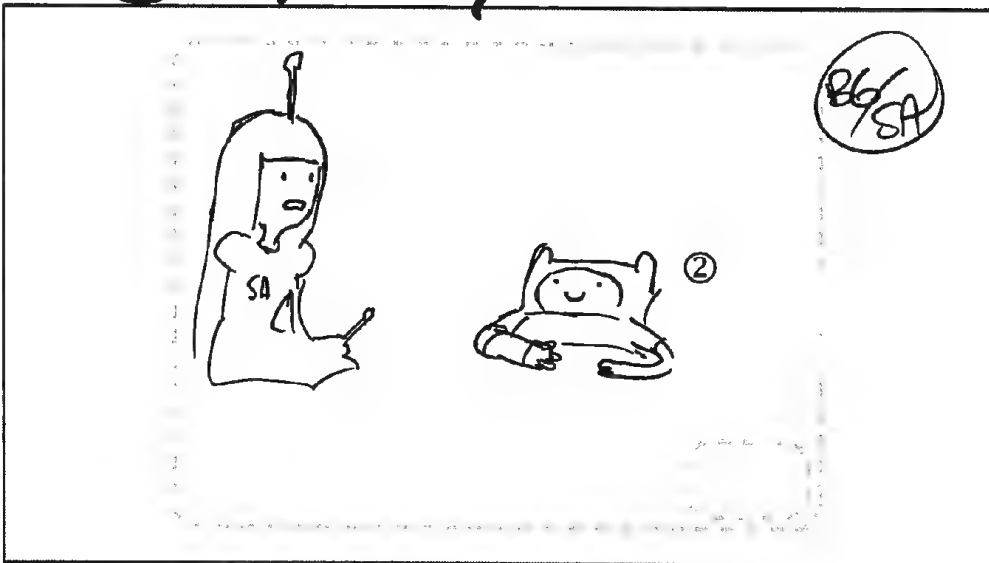
ADVENTURE TIME





Sc. *Beant* Pnl. *F* Bg. day night



Sc. *Beant* Pnl. *G* Bg. day night



Dialog:	<div>FINN: Haha - just kidding! it's fine, it's fine.</div> <div>PB: Finn!</div>	
Action:	<div></div>	<div><div></div><div>FEB 25 2016</div></div>
Timing:		

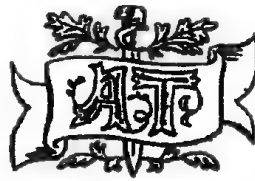
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Production :

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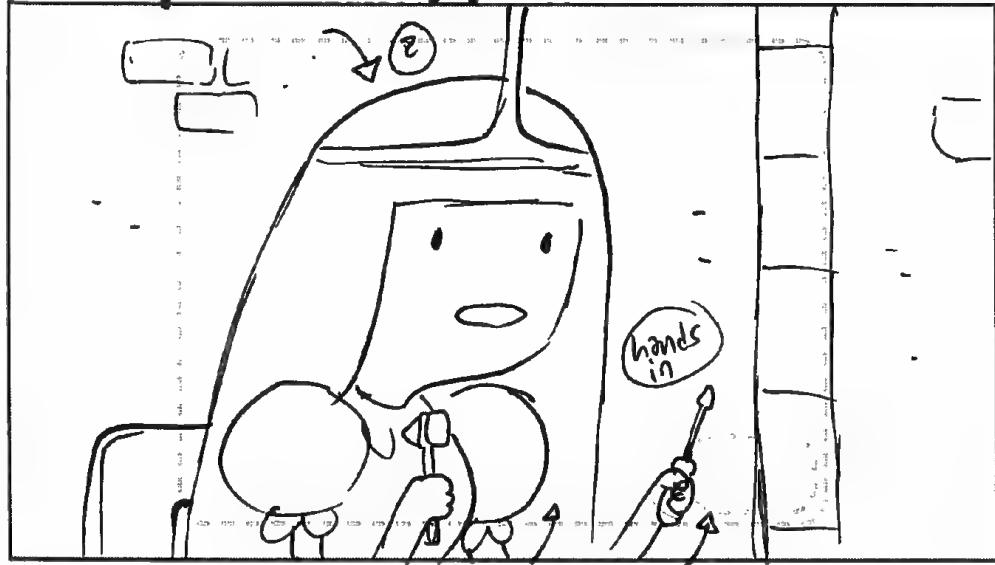
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ADVENTURE TIME

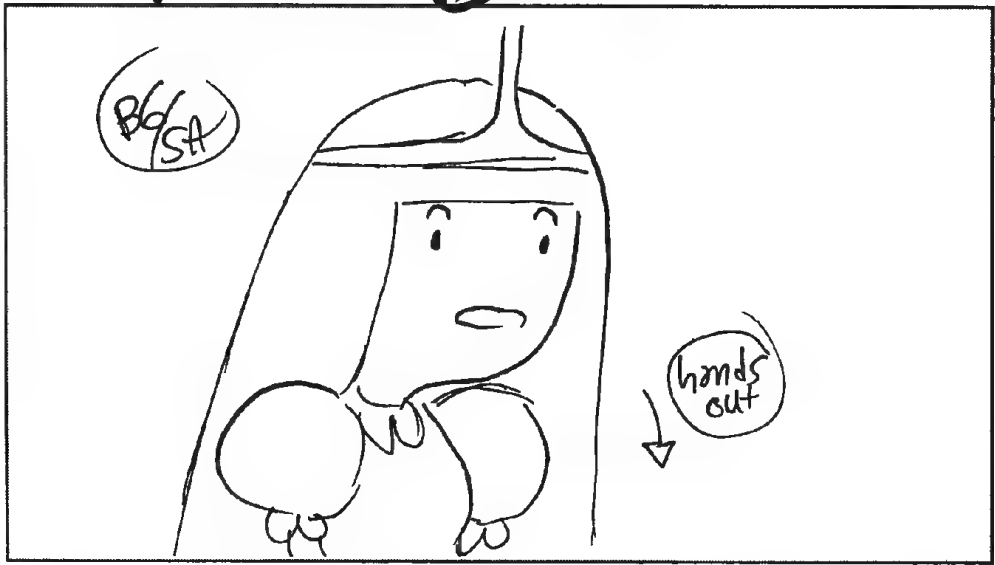


Page 10

Sc. 4 Pnl. A Bg. day night



Sc. 4 cont Pnl. B Bg. day night



Dialog:	(PB) c'mon now - this is serious -	(PB) → and expensive.
Action:	(1)	
Timing:		

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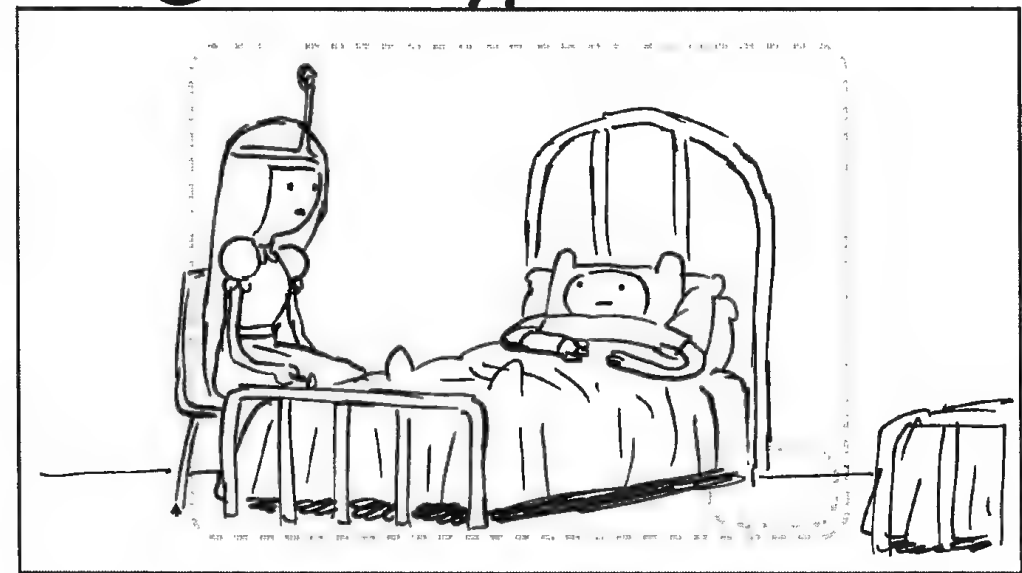


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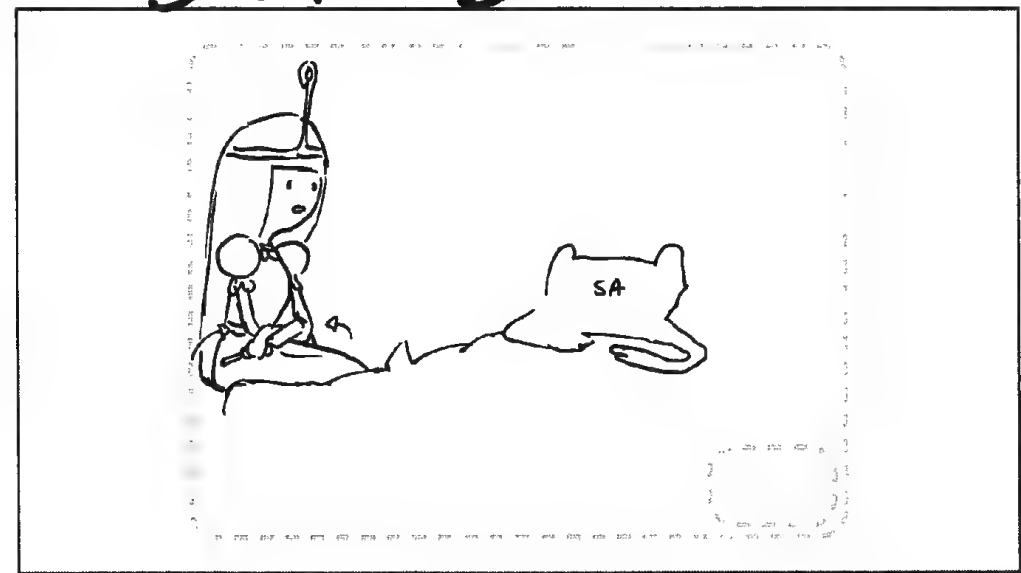


Page 11  
day night

Sc. 5 Pnl. A Bg. day night



Sc. 5 cont Pnl. B Bg. day night



<p>Dialog: (PB) I've been working on this new arm since the last time this happened,</p>	<p>(PB) → so please don't blow it up so fast this time.</p>
<p>Action:</p>	
<p>Timing:</p>	

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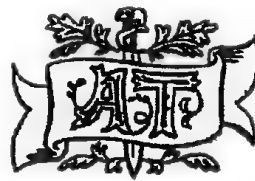
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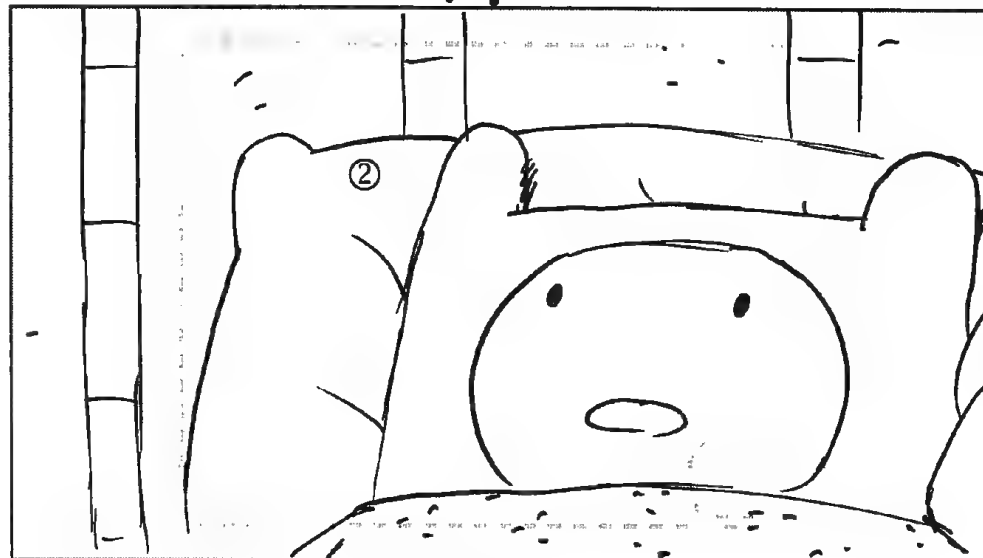
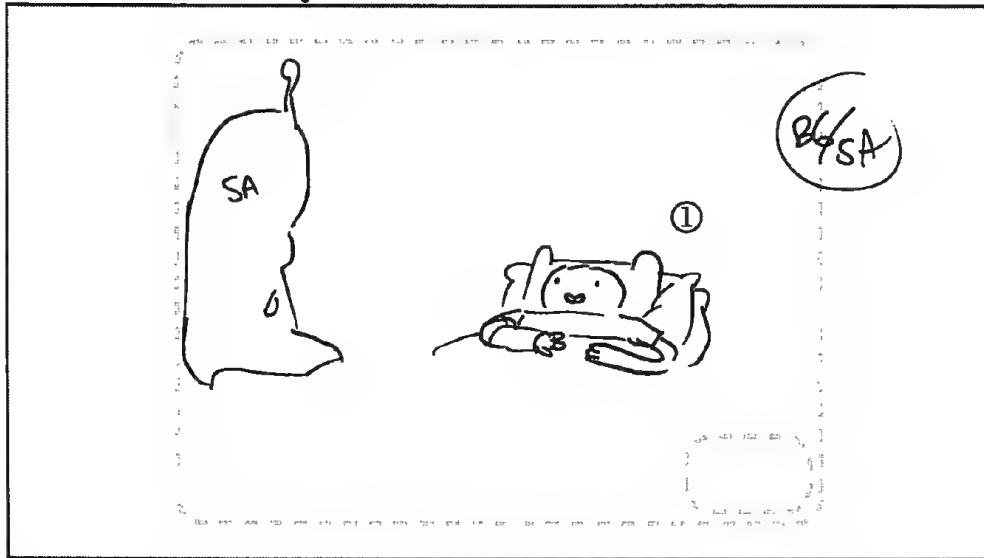
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# ADVENTURE TIME



Page 12

Sc. Scout Pnl. C Bg. day night Sc. 6 Pnl. A Bg. day night



Dialog: (F:) haha, we'll see. (F:) Honestly though, FEB 25 2016

Action: Timing: (1) (2)

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Production :

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ADVENTURE TIME



Sc. **6 cont** Pnl. **B** Bg. day night

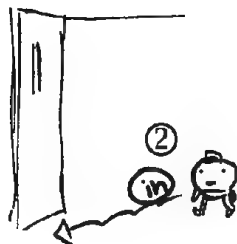
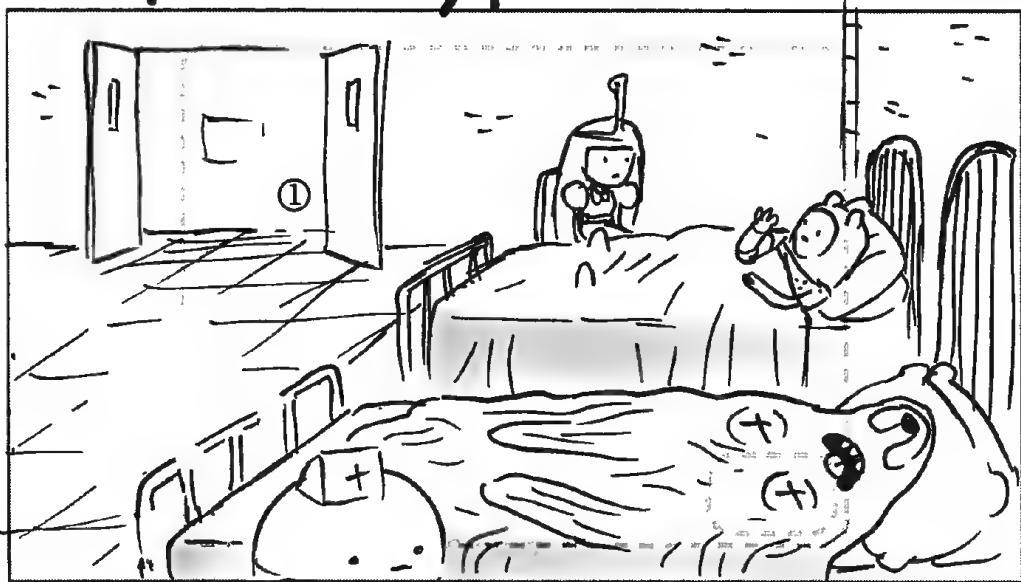


Dialog: (F:) → this doesn't even feel that weird now.

Action: - F. HOLDS UP ARM AND STARES AT IT.

Timing:

Sc. **7** Pnl. **A** Bg. day night



(F:) I mean, maybe it's cuz it already happened once before, but →

-JAKE LIES ON BED NEXT TO FINN, FEB 25 2016

(Additional poses on pg 13A)

Page **13** **13A NEXT**

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Production :

ADVENTURE TIME



Sc. 7 CONT

Pnl. Poses

Bg.

day night



Dialog:
Action:
Timing:

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Production:

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# ADVENTURE TIME



Page **14**

Sc. **7 cont** Pnl. **B**

Bg.

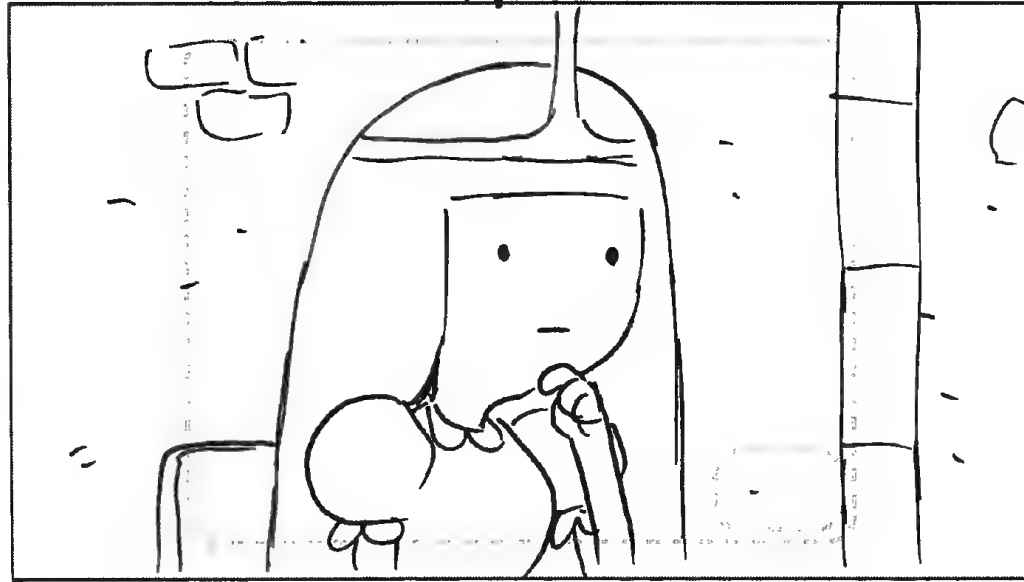
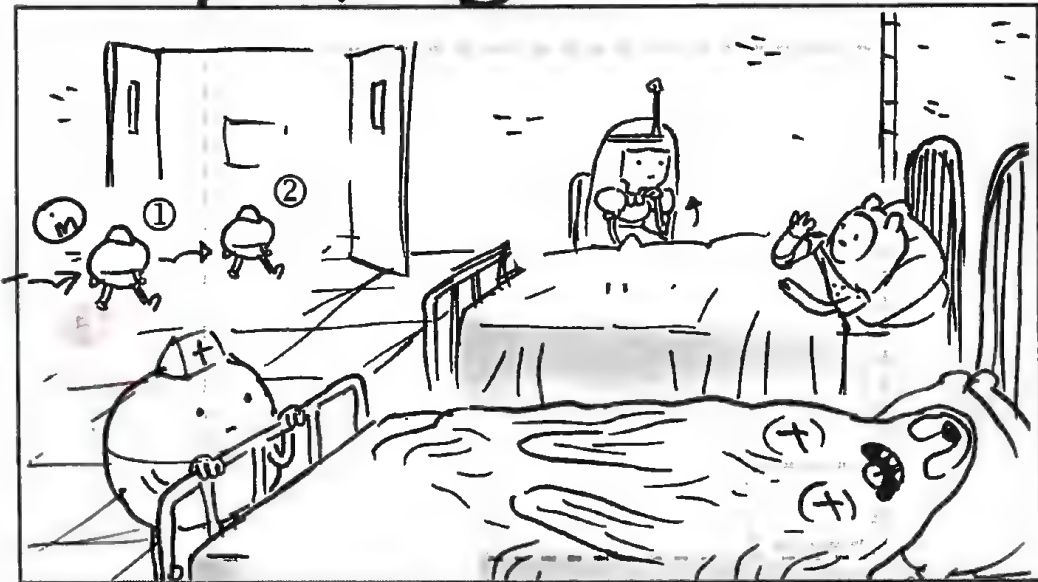
day night

Sc. **8**

Pnl. **A**

Bg.

day night



Dialog:

(F:) [monologue continues]

(F:) [monologue]

Action:

Timing:

FINN'S MONOLOGUE: Honestly though, this doesn't even feel that weird now. I mean, maybe it's cuz it already happened once before, but.. I don't know, it feels like normal I guess. I mean, I know it's "serious": Jake and Susan and Rattleballs all got pretty banged up. But for me, I guess, it's like... I don't know, it feels right or something. Is that normal? What's weird though is that grass guy... kinda rubs me the wrong way, that one.

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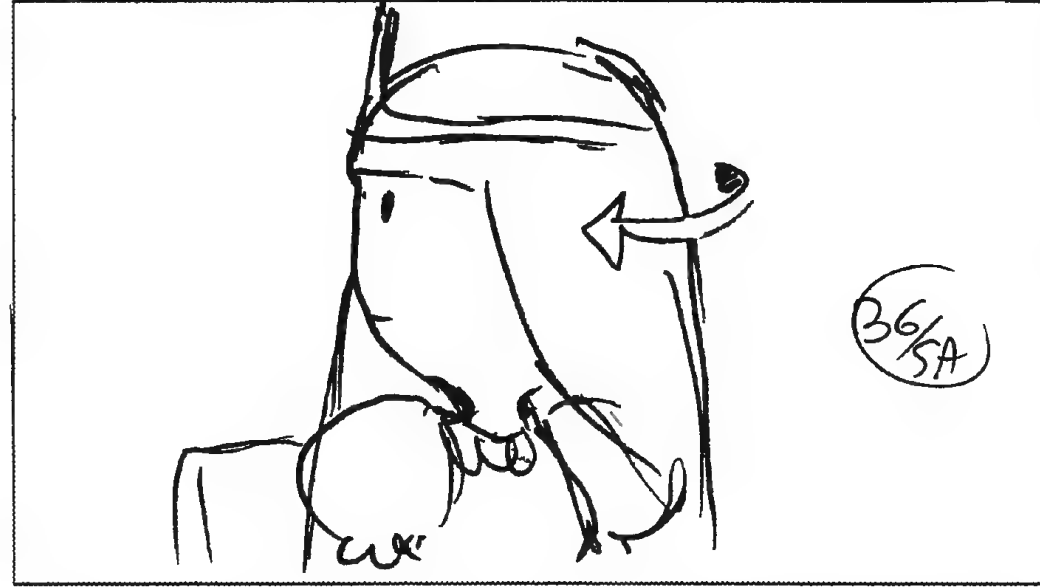
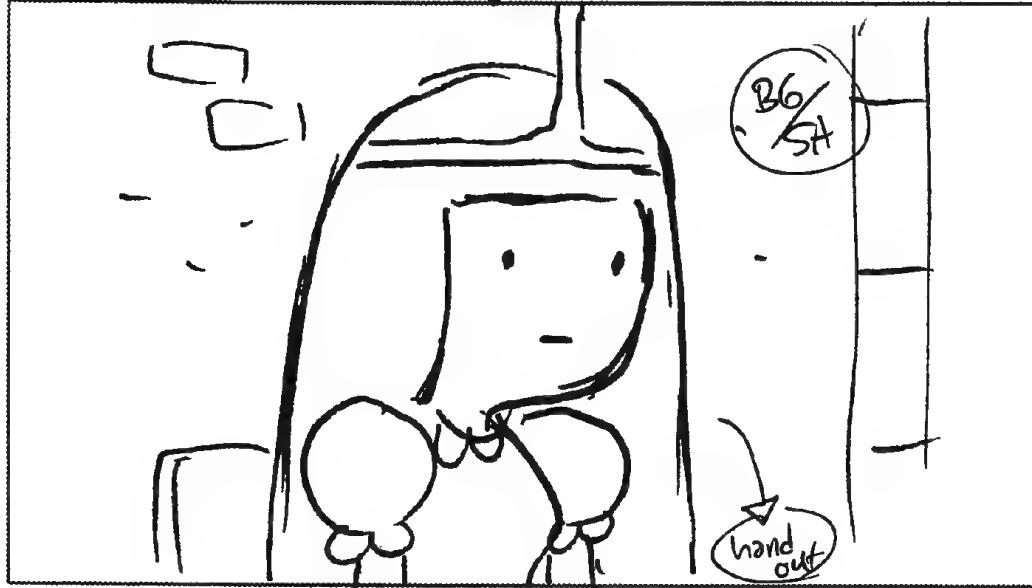
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# ADVENTURE TIME



Page 15

Sc. 8 cont Pnl. B Bg. day night Sc. 8 cont Pnl. C Bg. day night



Dialog: FINN OS: [monologue]

Dialog: FINN OS: [monologue]

Action:

-PB LOOKS TOWARDS DOOR.

FEB 25 2016

Timing:

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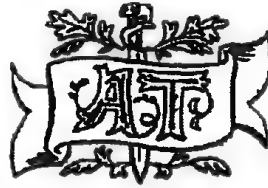
Production :

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# ADVENTURE TIME

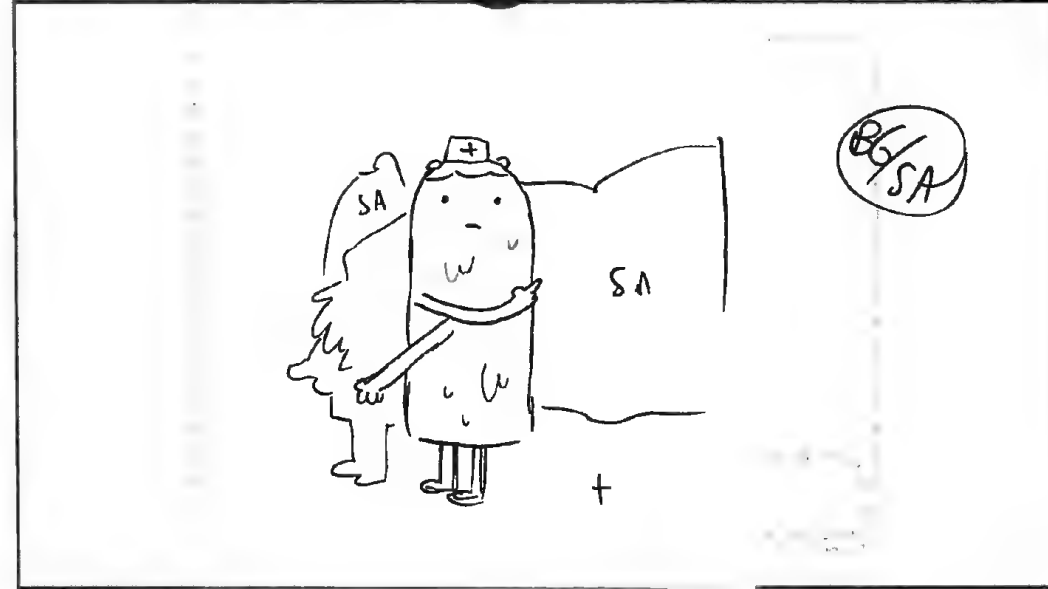


Page 16

Sc. 9 Pnl. A Bg. day night



Sc. 9 cont Pnl. B Bg. day night



<p>Dialog:</p> <p><u>FINN OS</u>: [monologue]</p> <p><u>SUSAN</u> (under sheet): : GROOANN :</p> <p><u>FINN OS</u>: [monologue]</p>	<p>Action:</p> <p>①: Banana Guard points to Susan</p> <p>②: Susan groans</p> <p>FEB 2 5 2016</p> <p>Timing:</p>
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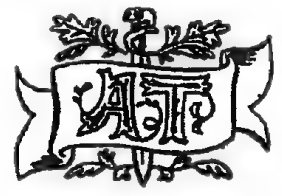
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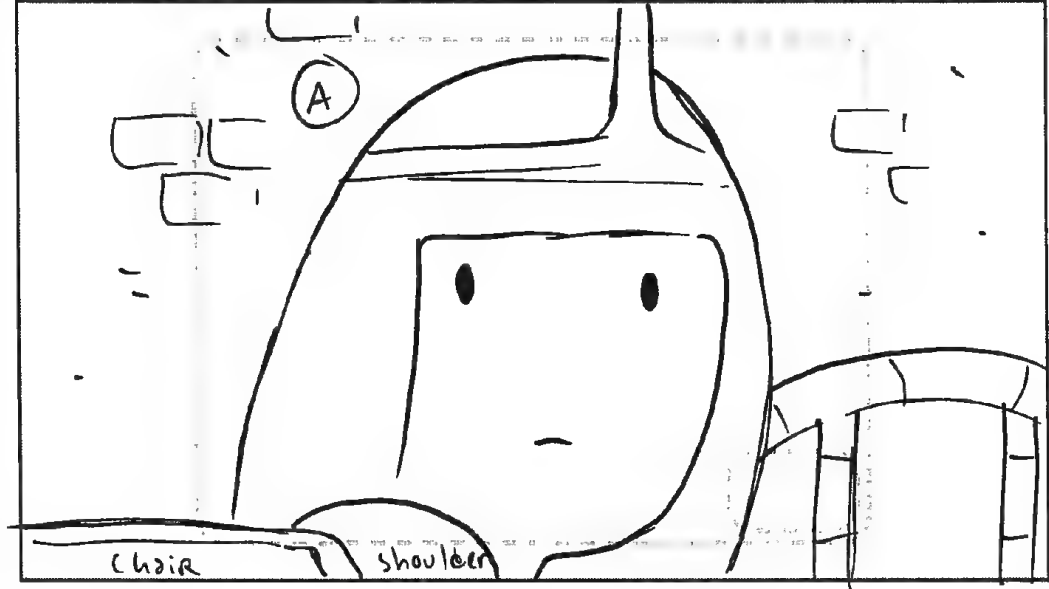
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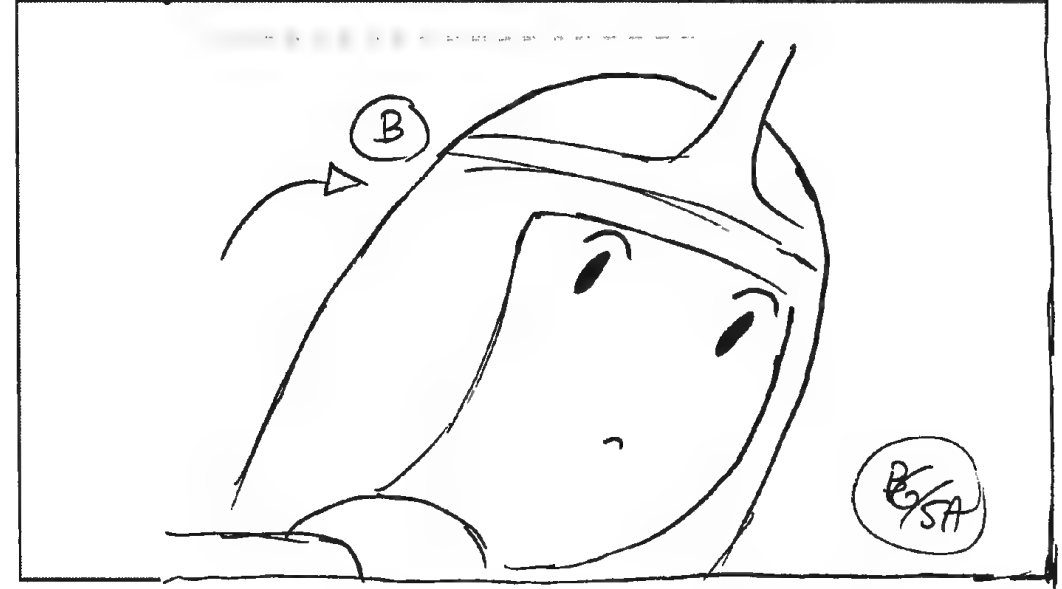
ADVENTURE TIME




Sc. 10 Pnl. A Bg. day night



Sc. 10 cont Pnl. B Bg. day night



Dialog:	
Action:	A B C B C - PB MOTIONS WITH HER HEAD.
Timing:	



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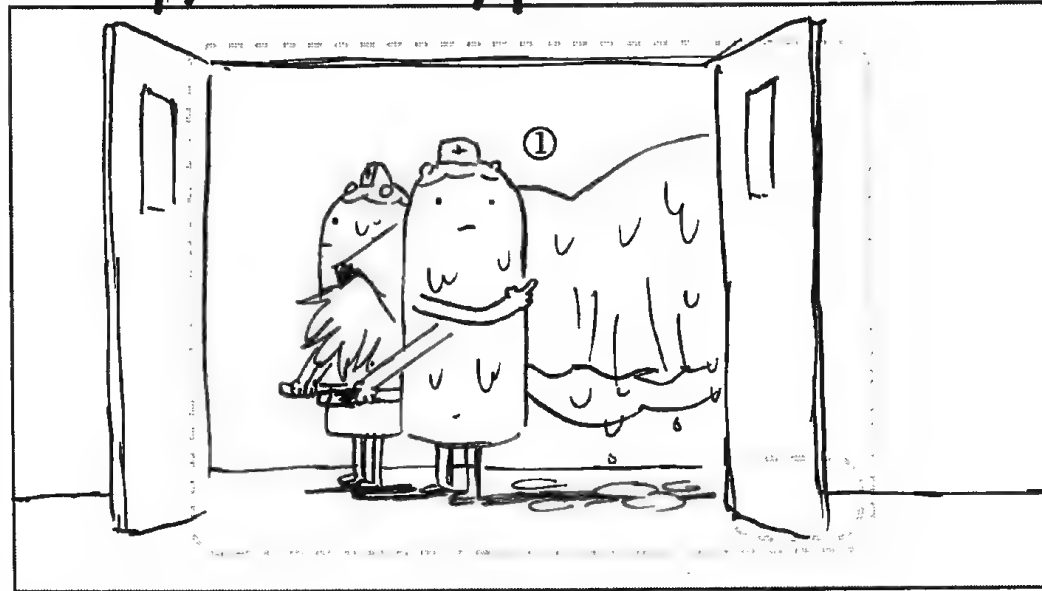


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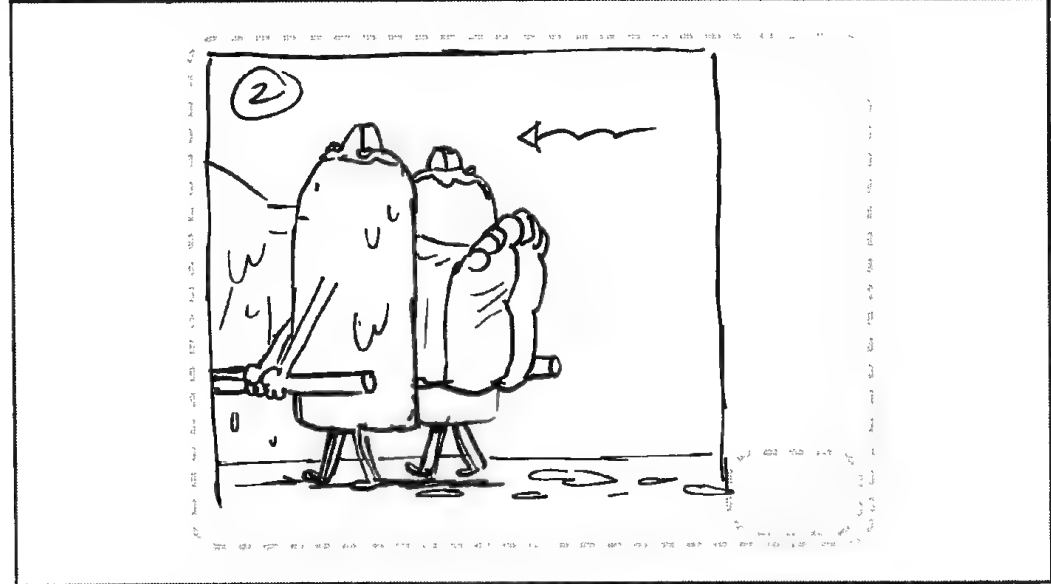


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Sc. 11 Pnl. A Bg. day night



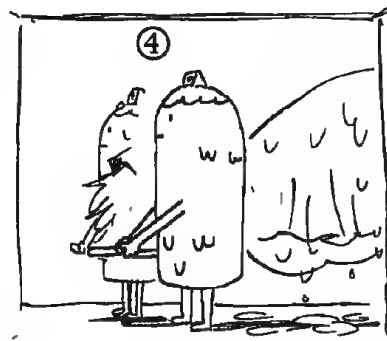
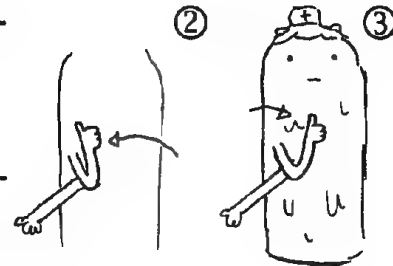
Sc. 11 CONT Pnl. B Bg. day night



Dialog: FINNOS: [monologue]

Action:

Timing:



B. GUARD GIVES  
A THUMBS UP.

FINNOS: [monologue] on

①



perspective changes on Banana Guards  
as they walk out

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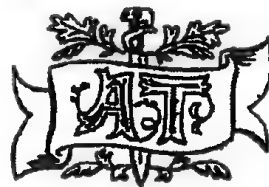
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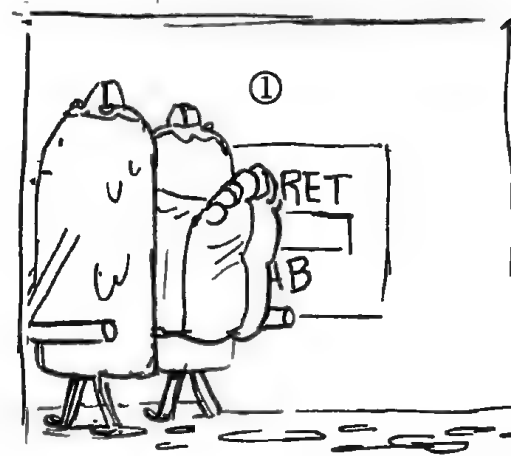
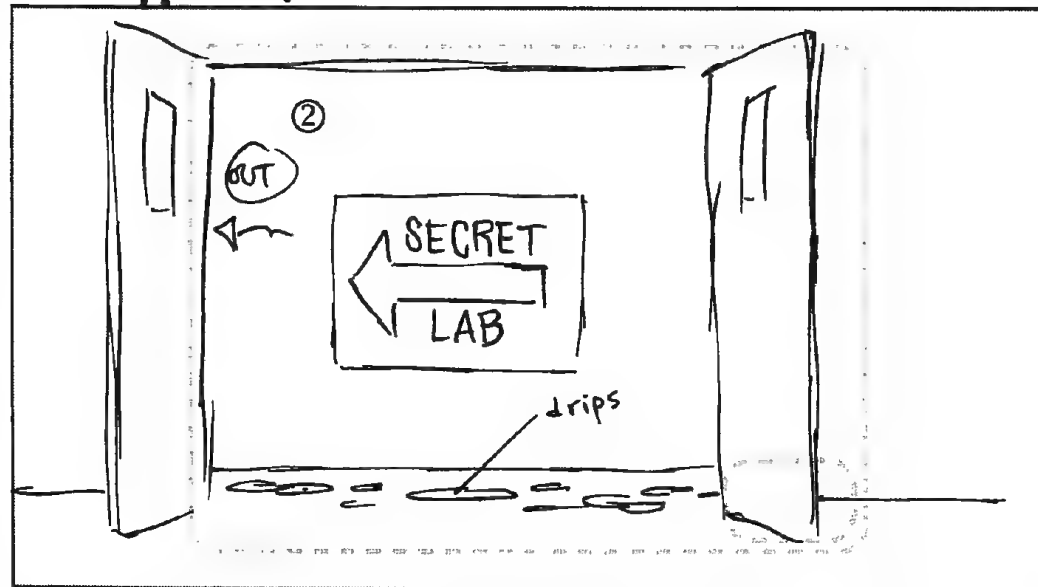
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# ADVENTURE TIME



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Sc. 11 CONT Pnl. C Bg. day night



SUSAN FULL BODY LENGTH :



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**Dialog:** FINN OS: [monologue]

**Action:**

**Timing:**

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EPISODE #

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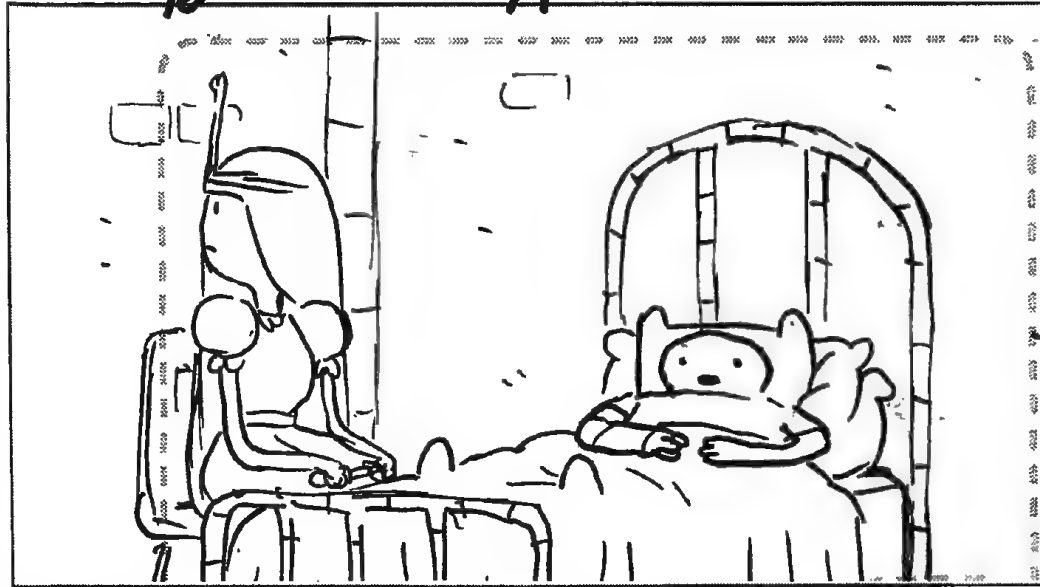
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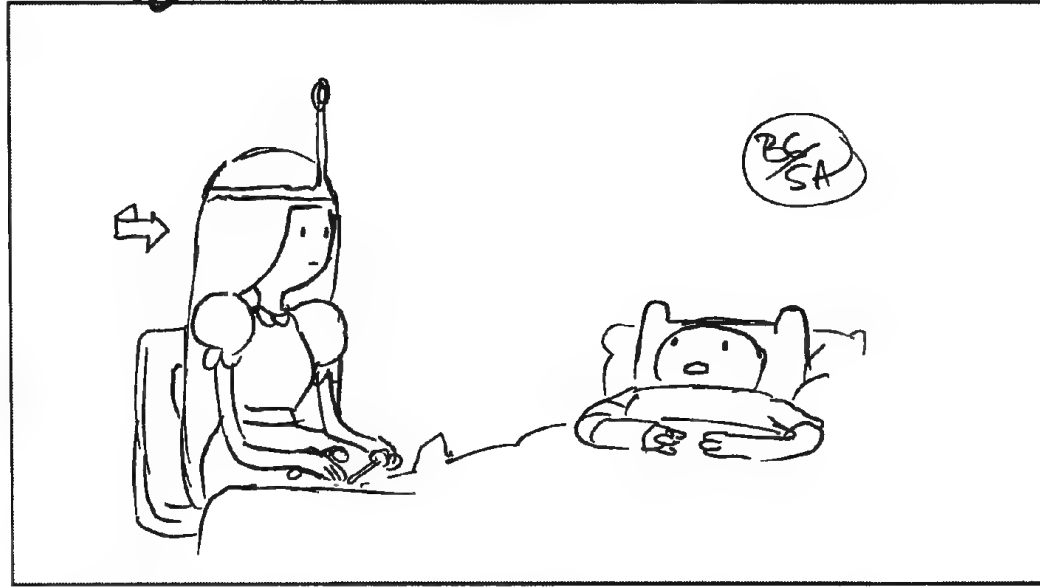


Page 20

Sc. 12 Pnl. A Bg. day night



Sc. 12 cont Pnl. B Bg. day night



Dialog: (F.) [monologue:] ...what's weird though is that grass guy.

(FINN) → kinda rubs me the wrong way, that one.

Action:

FEB 25 2016

Timing:

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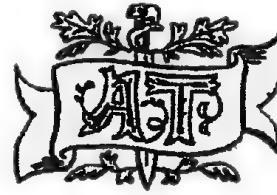
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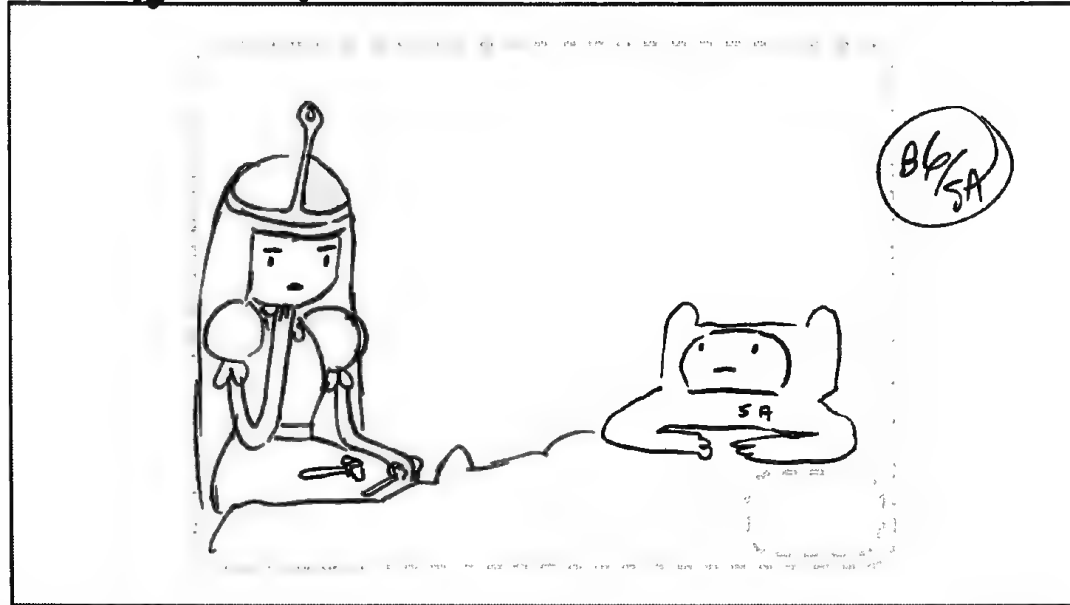
# ADVENTURE TIME



Sc. *12 cont* Pnl. *C*

Bg.

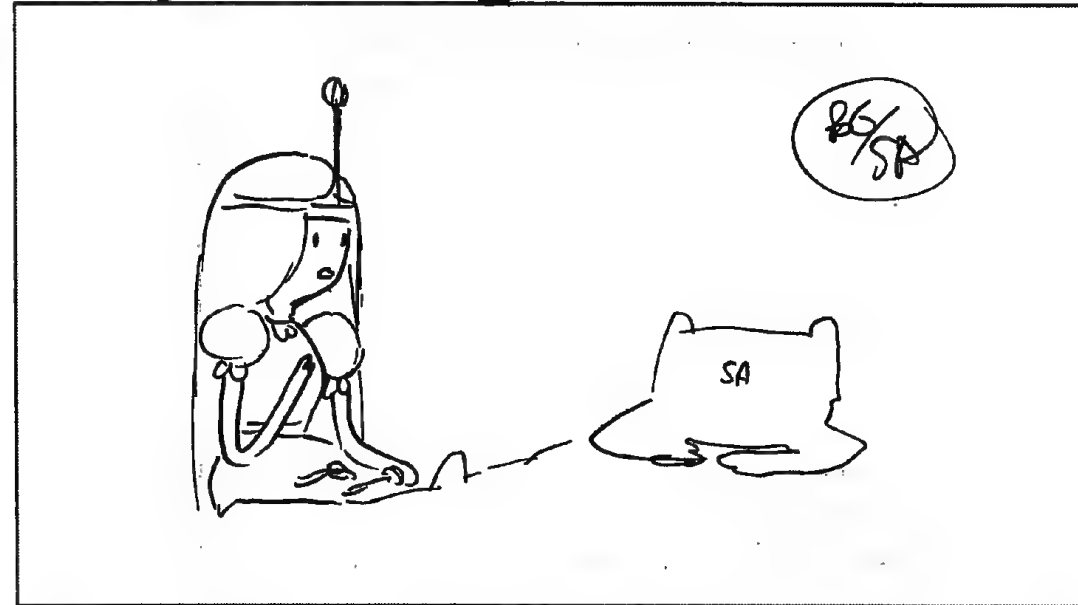
day night



Sc. *12 cont* Pnl. *D*

Bg.

Page *21*  
day night



Dialog: (PB:) Yes... the mysterious  
grass guy...

(PB:) Tell me again what happened  
with the two of you this  
morning, →

Action:

FEB 25 2016

Timing:

EPISODE # 1042-248

1042 248

Production :

1042 248

1042 248

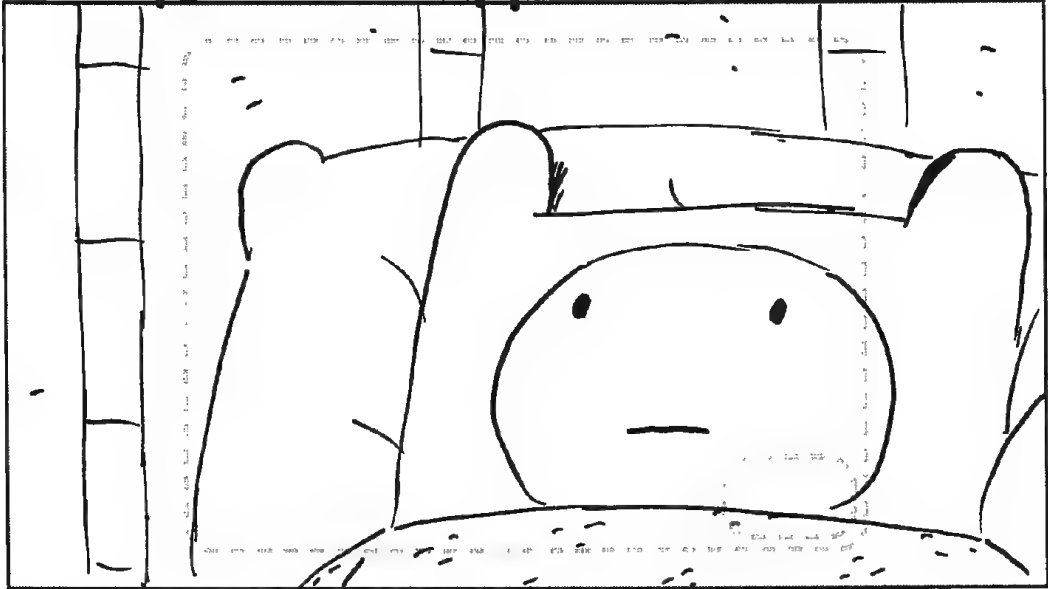
© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

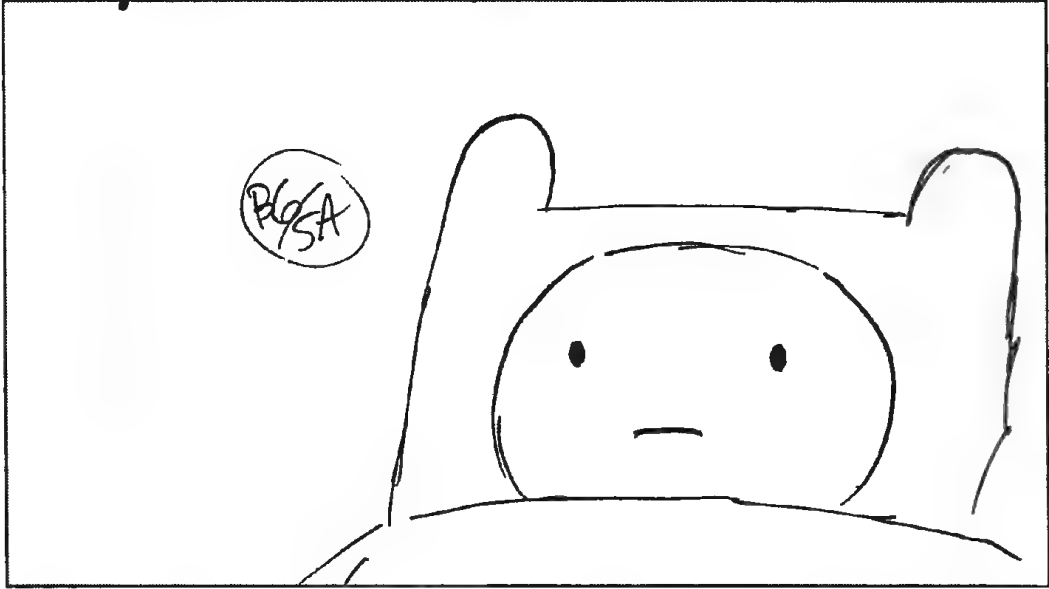


Page **22**

Sc. **13** Pnl. **A** Bg. day night



Sc. **13 cont** Pnl. **B** Bg. day night



Dialog:	<p>(PB) (OS): → I'm still trying to wrap my head around it.</p> <p>- BEAT -</p>
Action:	<p>- FINN LOOKS DOWN.</p> <p>FEB 2 5 2016</p>
Timing:	

EPISODE # 1042-248

Production :

1042 248

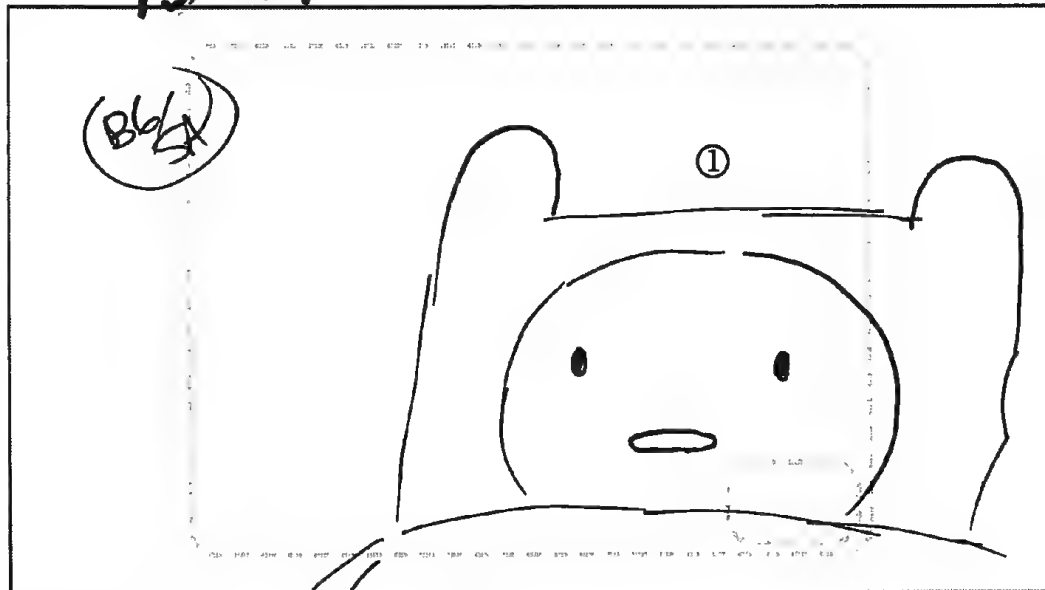
1042 248



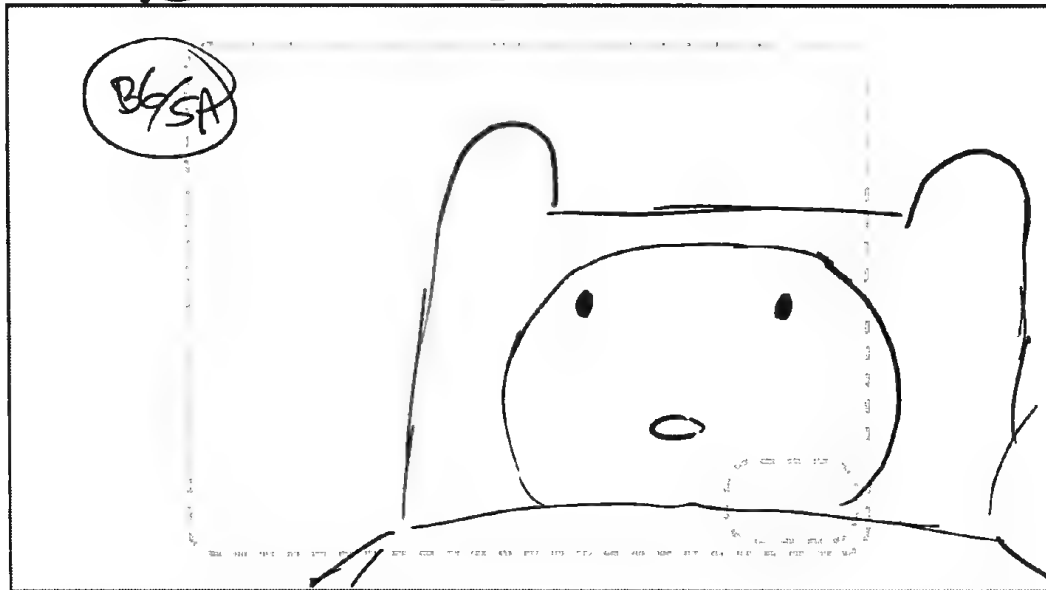
# ADVENTURE TIME

Page **23**

Sc. **13 cont** Pnl. **C** Bg. day night



Sc. **13 cont** Pnl. **D** Bg. day night



Dialog:	<b>(FINN):</b> * INHALE * EXHALE *		<b>(F:)</b> okay, so, as you know →
Action:			
Timing:			FEB 25 2016

EPISODE # 1042-248

Production :

1042 248

1042 248



1042 248

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# ADVENTURE TIME

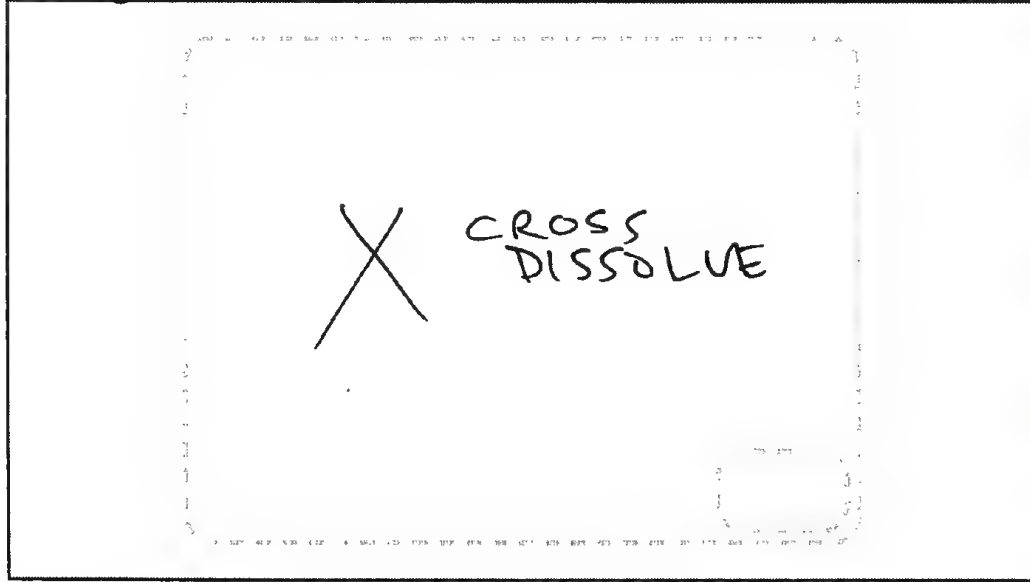


Sc. **13cont**

Pnl.

Bg.

day night

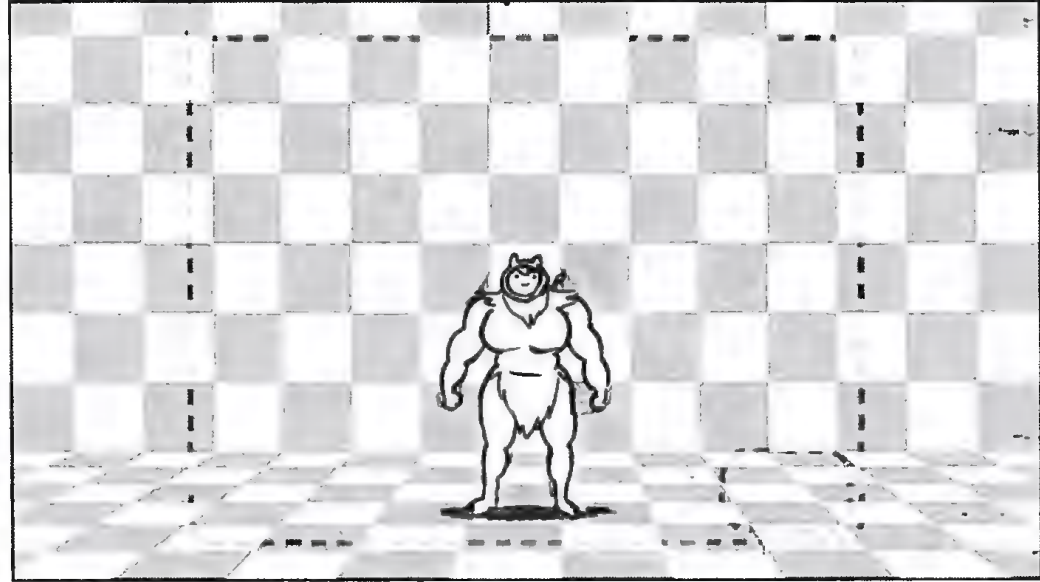


Sc. **14**

Pnl. **A**

Bg.

day night



Page **24**

EPISODE # 1042-248

Production :

1042 248

Dialog:

*dx coast of action*  
**(FINN) (VO) ... after Susan →**

Action:

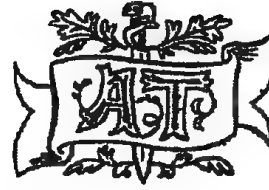
- CHECKERED THOUGHT LANDSCAPE.

FEB 25 2016

Timing:

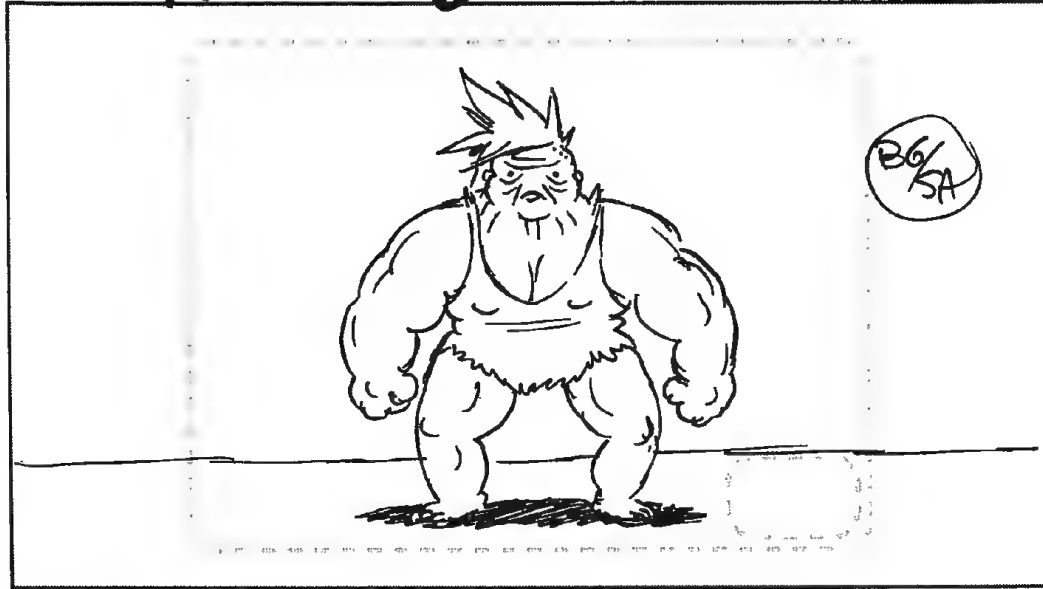
1042 248

# ADVENTURE TIME

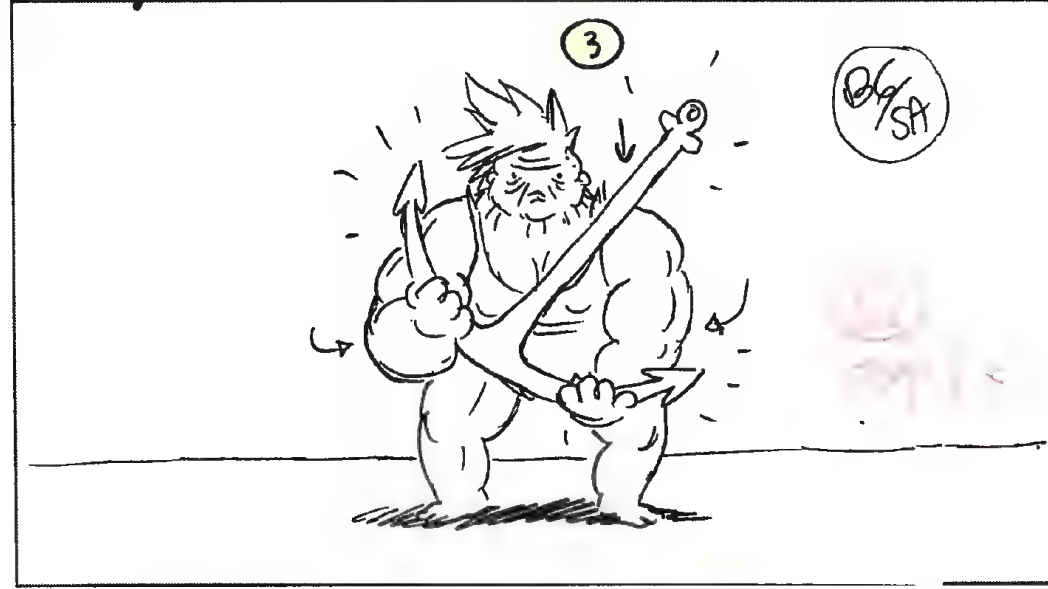


Page **25**  
day night

Sc. **14 CONT** Pnl. **B** Bg. day night



Sc. **14 CONT** Pnl. **C** Bg. day night



Dialog:

(F:VO) → had gone crazy, and kicked →

Action:

- SUSAN MORPHS TO 'STRONG' FORM - ANCHOR APPEARS IN SUSAN'S ARMS

Timing:

FEB 25 2016

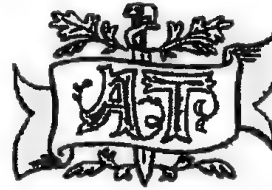


EPISODE # 1042-248

1042 248

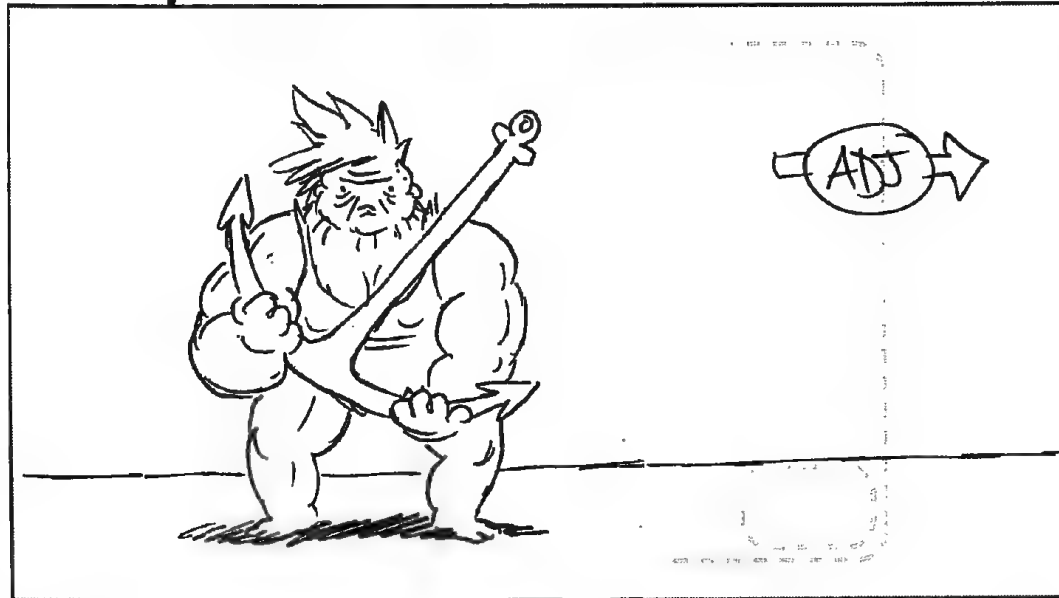
1042 248

# ADVENTURE TIME



Page **26**

Sc. **14 cont** Pnl. **D** Bg. day night



Sc. **14 cont** Pnl. **E** Bg. day night



Dialog:

**FINN (VO):** → Jake's butt, →

Action:

- ADJ. RIGHT

- JAKE BLINKS ON/S.



Timing:

FEB 4 5 2016

EPISODE # 1042-248

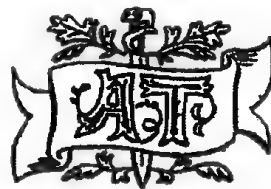
Production :

1042 248

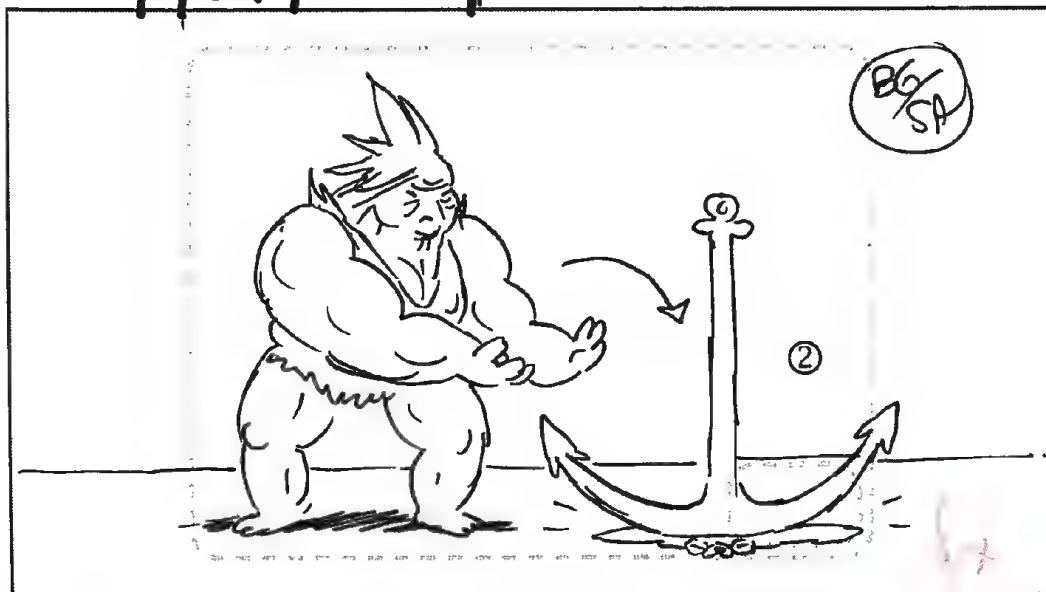
1042 248

1042 248

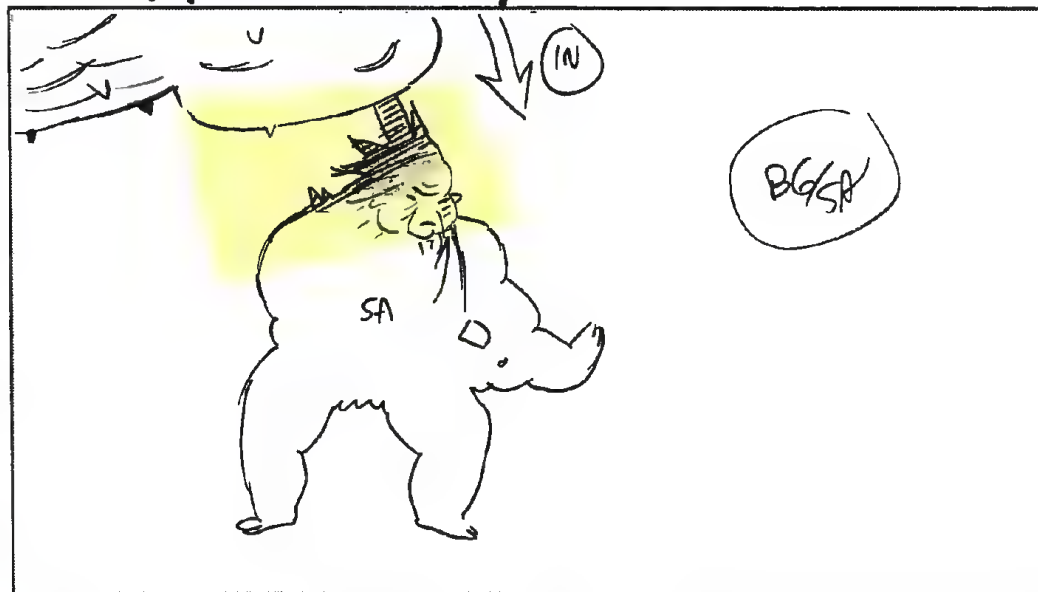
## ADVENTURE TIME



Sc. 14cont Pnl. F Bg. day night



Sc. 14cont Pnl. G Bg. day night



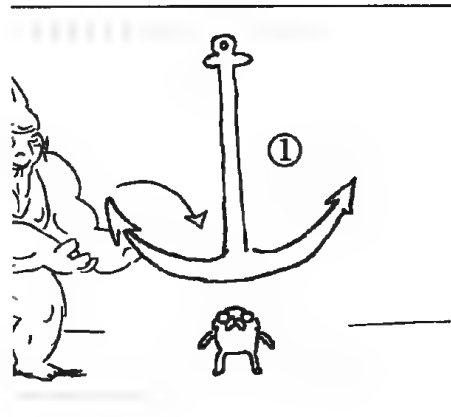
Dialog:

FINN VO →.. My grass arm got steamed →

Action:

-SUSAN DROPS  
ANCHOR ON JAKE.

Timing:



-FINN'S GRASS ARM SWINGS DOWN ON/S,

FEB 25 2016

Production :

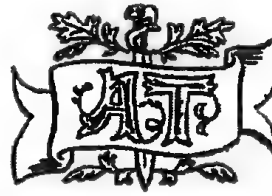
Page 27

EPISODE # 1042-248

1042 248

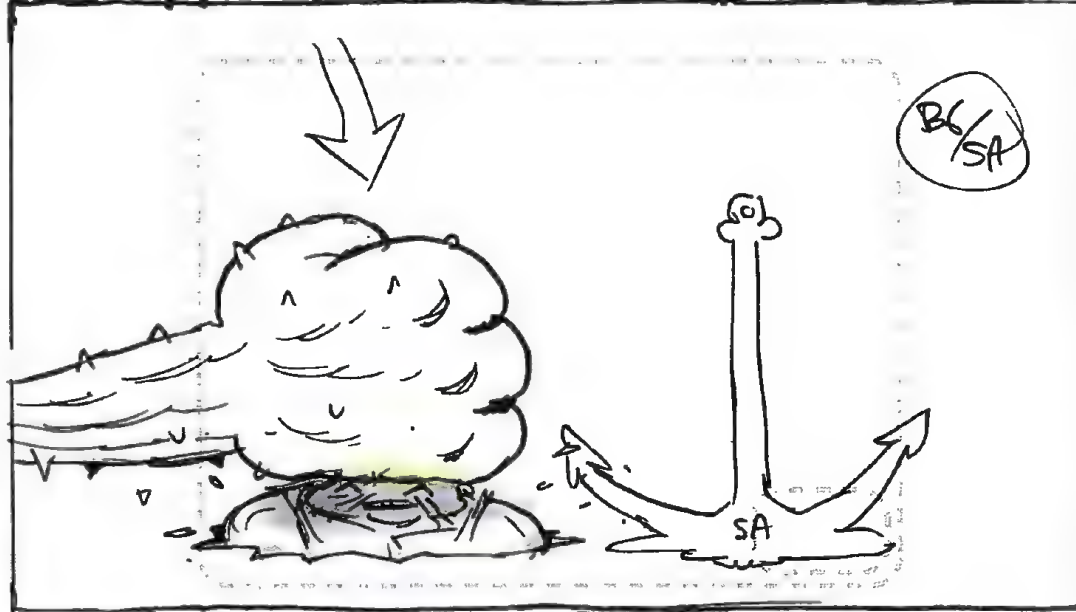
1042 248

# ADVENTURE TIME

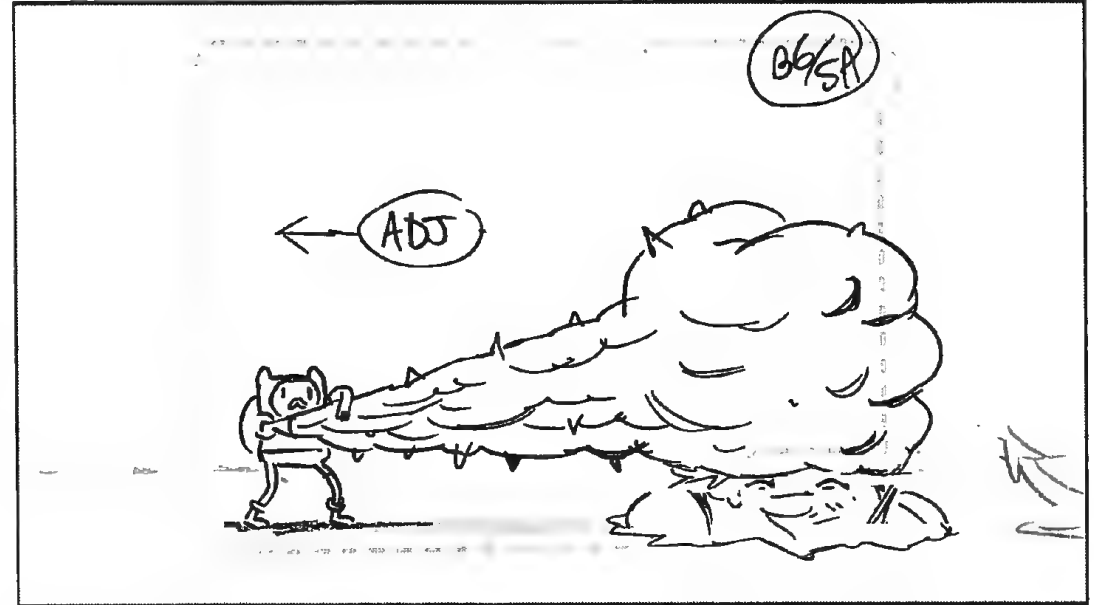


Page **28**

Sc. **14cont** Pnl. **H** Bg. day night



Sc. **14cont** Pnl. **I** Bg. day night



Dialog:

(F) (VO) → and kicked her butt, →

Action:

- GRASS ARM POUNDS SUSAN INTO GROUND.

- ADD. LEFT TO INCLUDE FINN  
TRYING TO RESTRAIN GRASS ARM

FEB 25 2016

Timing:

EPISODE # 1042-248

1042 248

Production :

1042 248

# ADVENTURE TIME

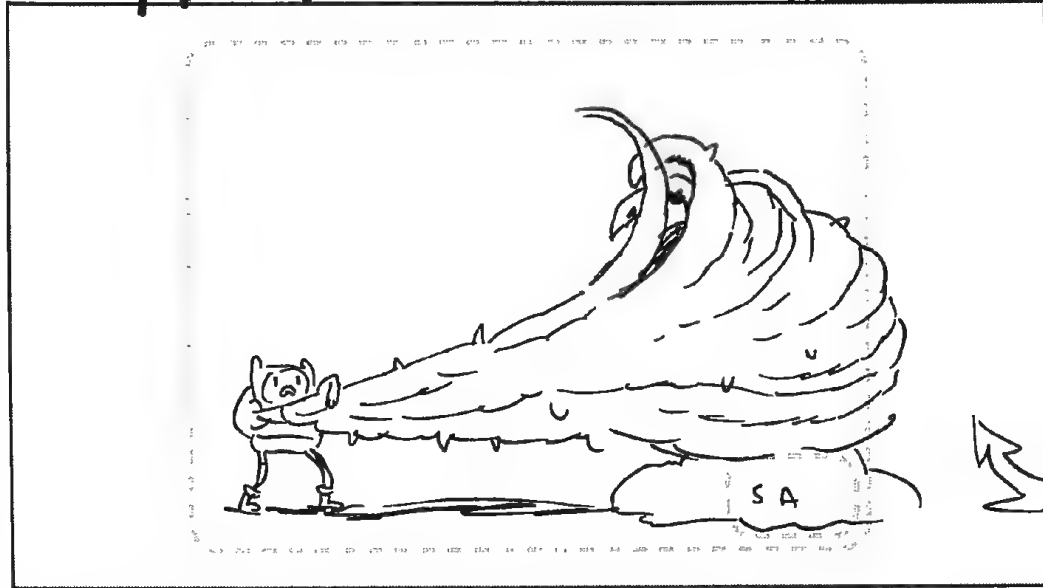


Sc.

14cont Pnl. J

Bg.

day night

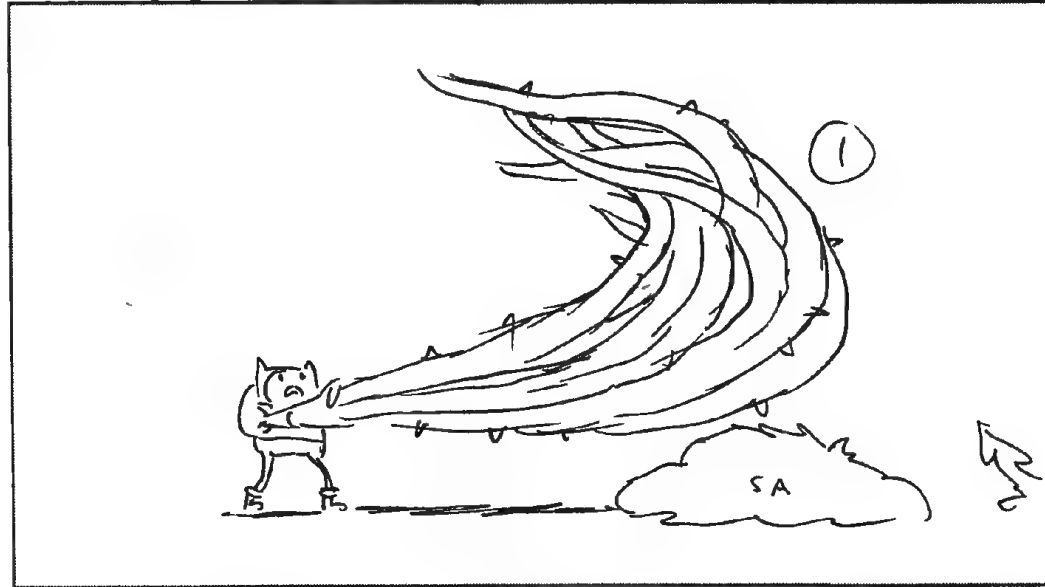


Sc.

14cont Pnl. K

Bg.

day night

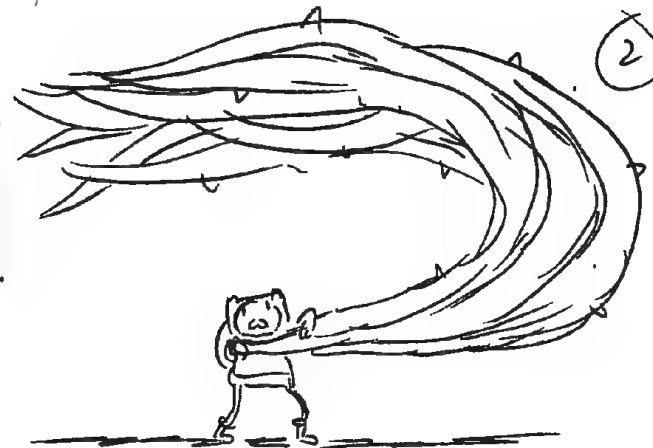


Dialog:

Action:

- GRASS ARM MORPHS INTO TENDRILS
- TENDRILS GROW PAST FINN.

Timing:



FEB 25 2016

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Production :



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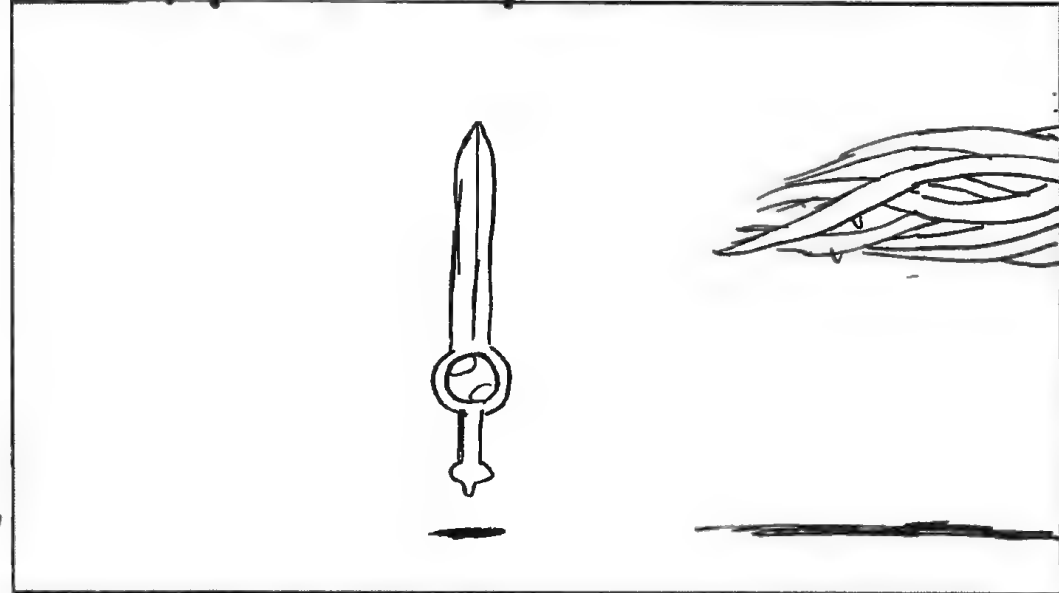
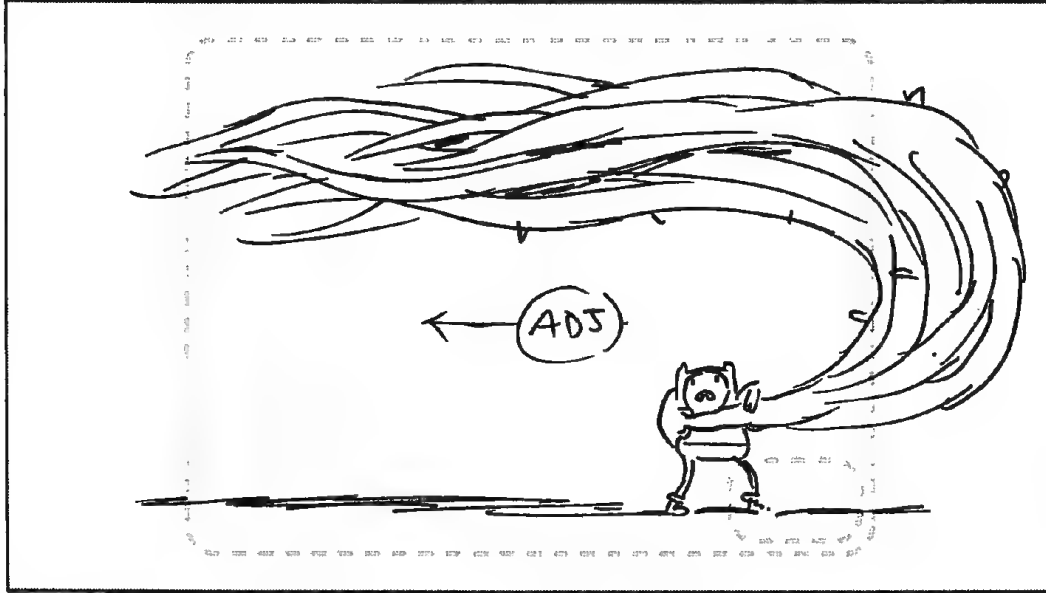
1042 248

# ADVENTURE TIME



Page **30**

Sc. **14 cont** Pnl. **L** Bg. day night Sc. **14 cont** Pnl. **M** Bg. day night



Dialog:	(F)(V) → Then it ran off and merged butts →
Action:	- PAN w/ TENTACLS AS THEY GROW TOWARDS FLOATING FINN SWORD. FEB 25 2016
Timing:	

1042-248

EPISODE #

1042 248

Production :

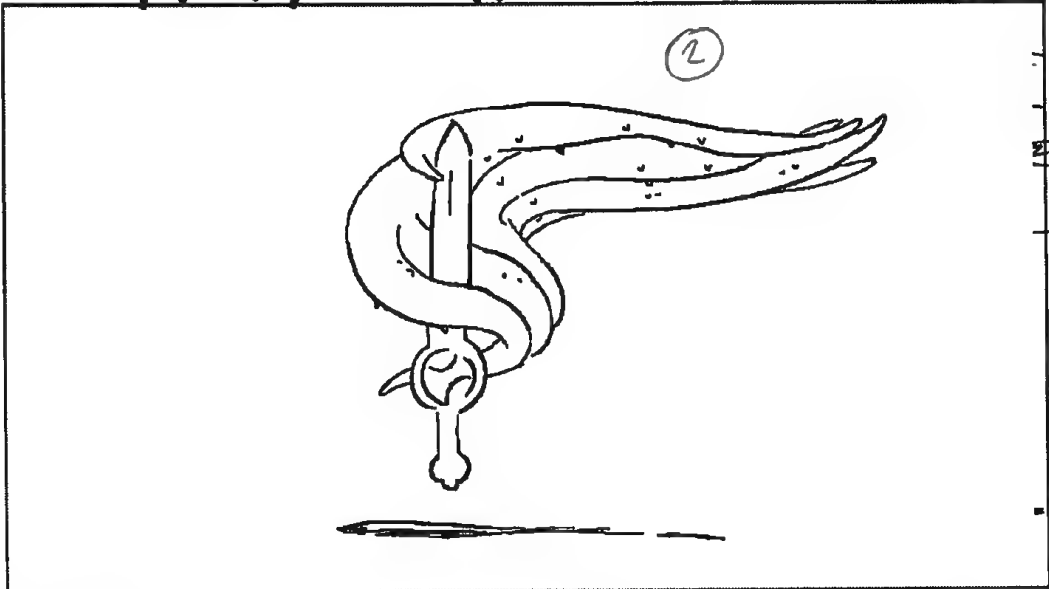
1042 248

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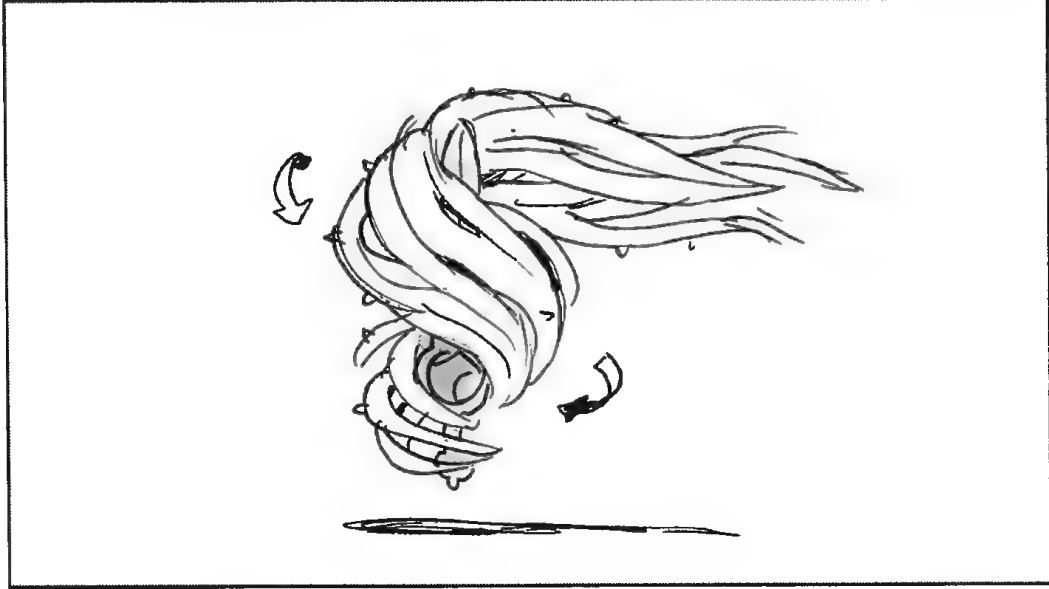
ADVENTURE TIME

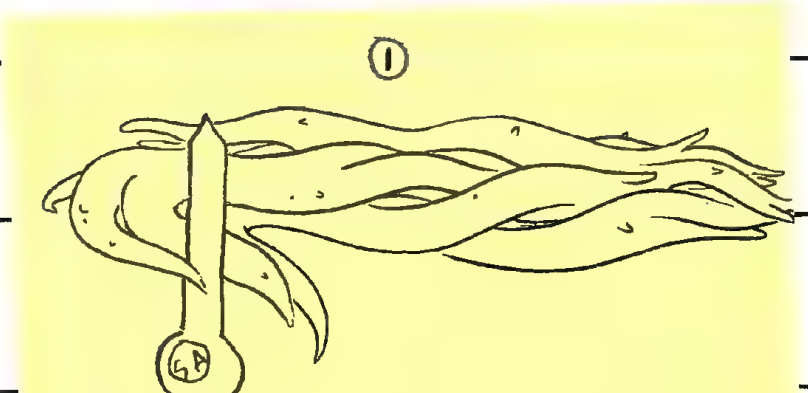


Sc. 14 cont Pnl. N Bg. day night



Sc. 14 cont Pnl. 'O' Bg. day night



Dialog:	(F) (vo.) → with my Finn sword, →	
Action:		Tendrils wrap around F sword
Timing:		FEB 25 2016

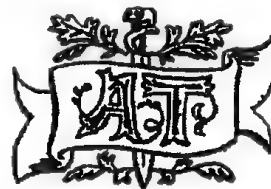
EPISODE # 1042-248

Production :

1042 248

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# ADVENTURE TIME



Sc.

14 cont Pnl. P

Bg.

day night

Sc.

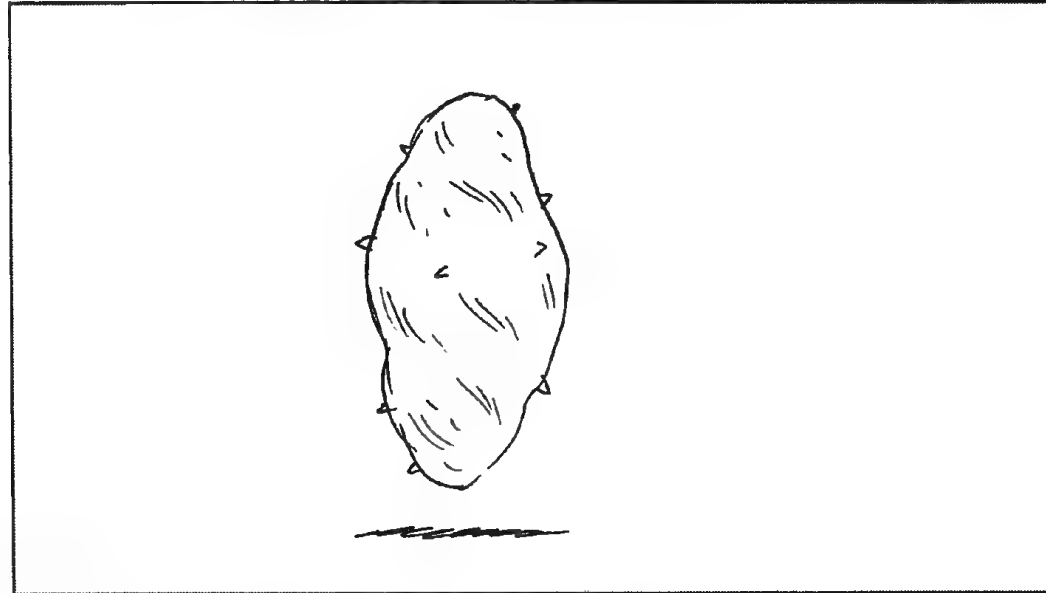
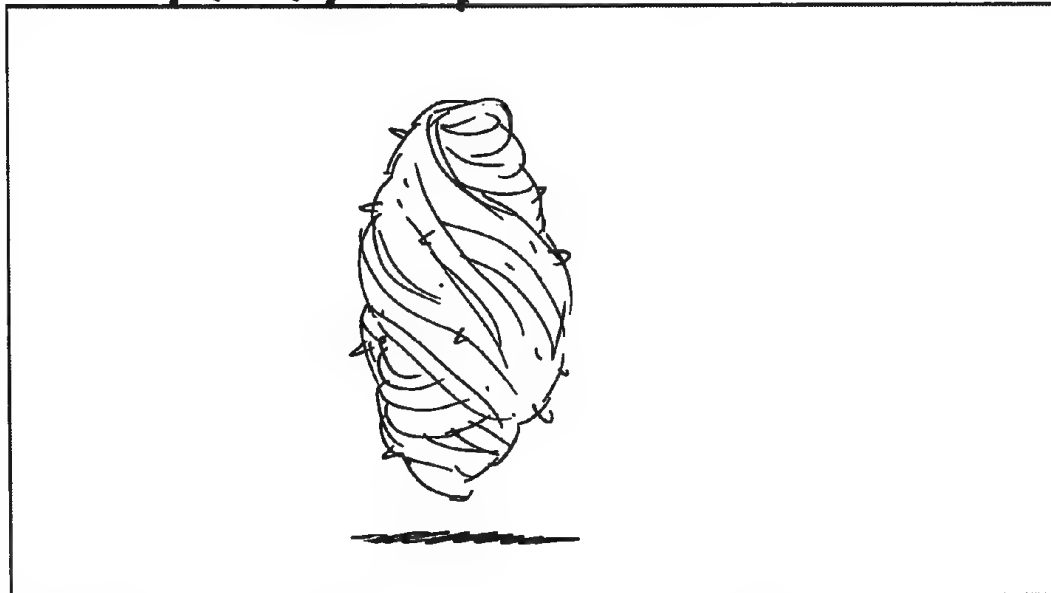
14 cont Pnl. Q

Bg.

Page

32

day night



Dialog:

Action:

- GRASS TENDRILS COALESCE INTO GRASS-COCOON,

FEB 25 2016

Timing:

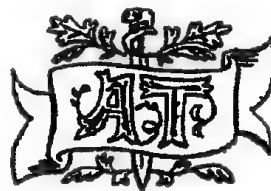
EPISODE # 1042-248

Production :

1042 248

1042 248

# ADVENTURE TIME



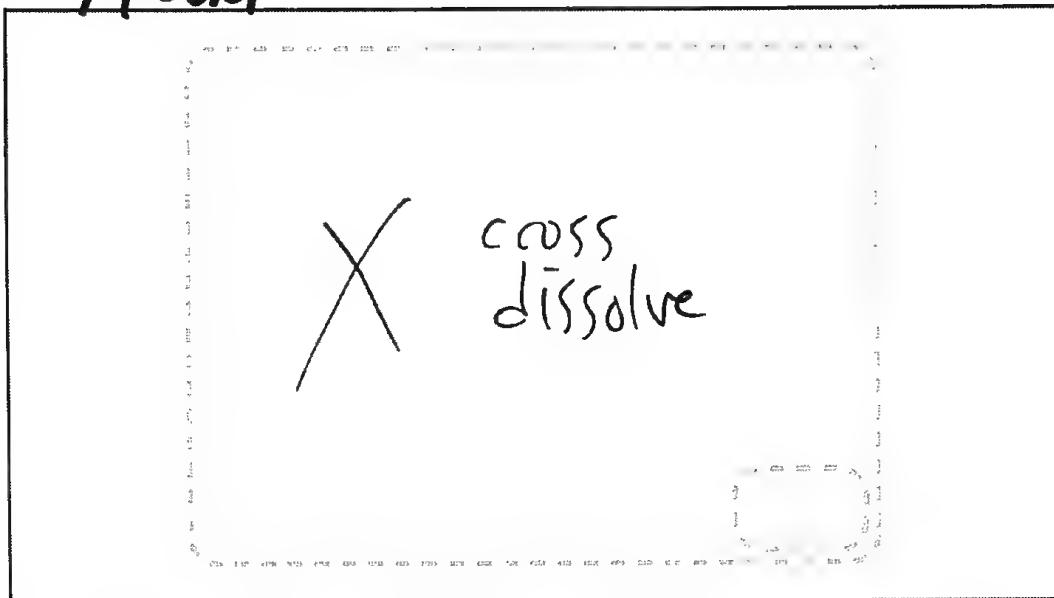
Page **33**

Sc. **14 cont**

Pnl.

Bg.

day night

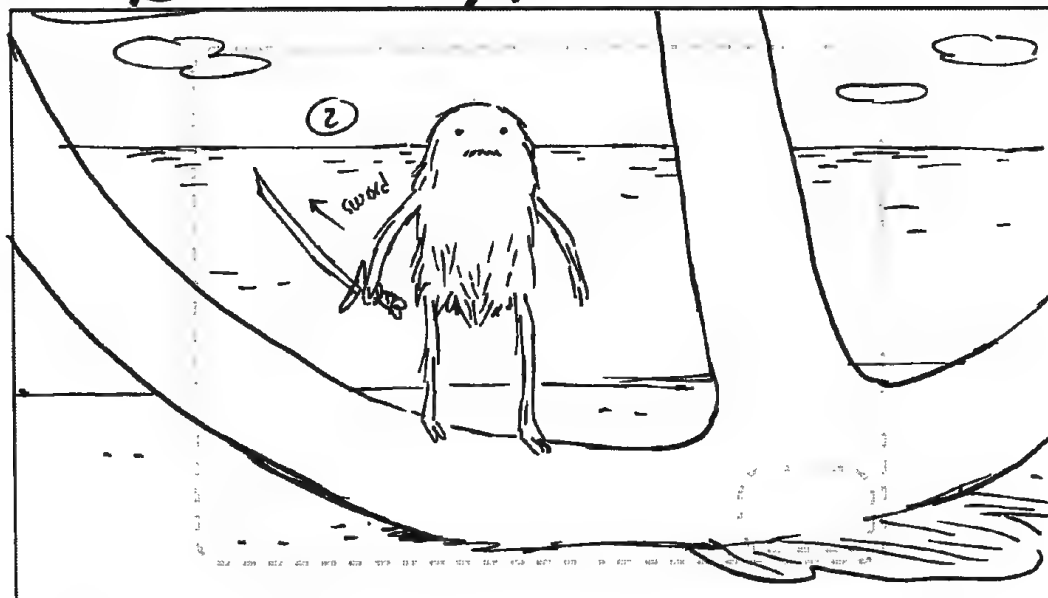


Sc. **15**

Pnl. **A**

Bg.

day night



1042-248

EPISODE #

1042 248

Dialog:

(F:) (vo:) → and turned into this guy, →

Action:

Timing:



- GRASS CREATURE  
FORMS GRASS SWORD.  
FEB 25 2016

Production :

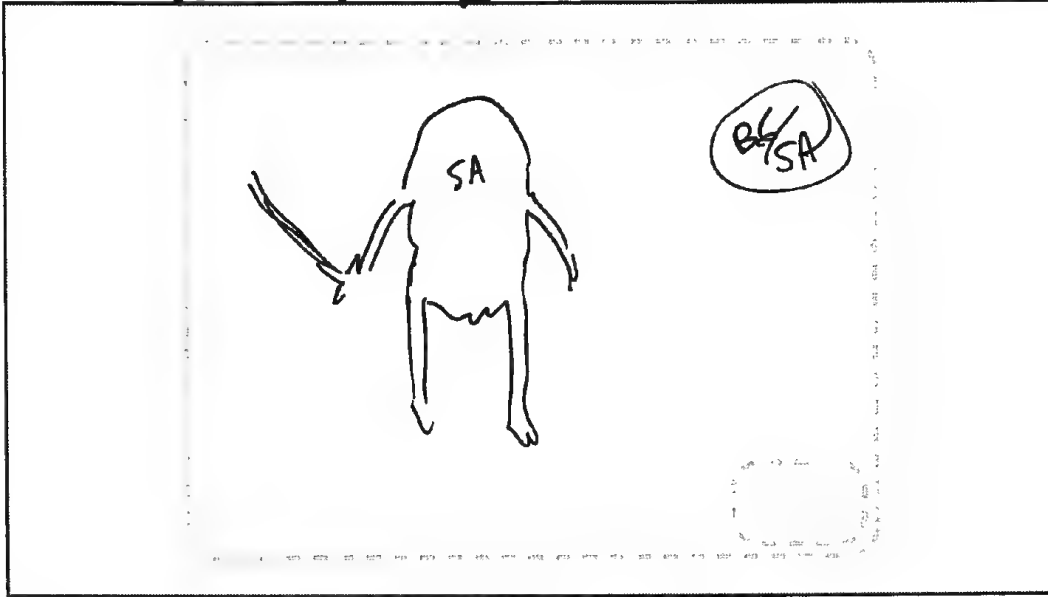
1042 248

# ADVENTURE TIME

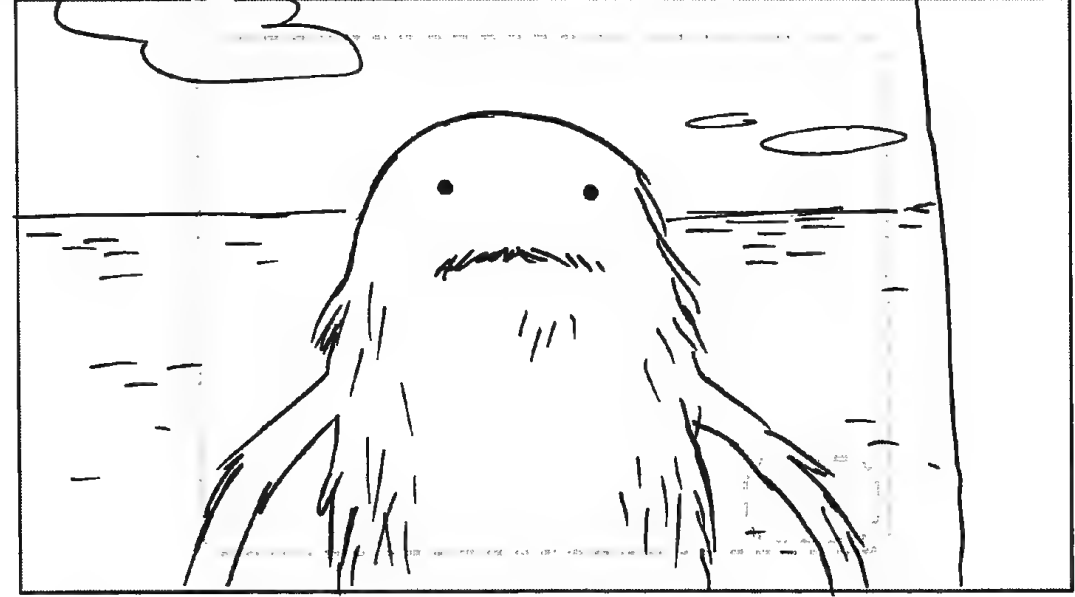


Page **34**

Sc. **15 cont** Pnl. **B** Bg. day night



Sc. **16** Pnl. **A** Bg. day night



Dialog:	(F: (VU: And he starts talkin' smack!
Action:	FEB 25 2016
Timing:	

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Production :

1042 248

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1042 248

1042 248

# ADVENTURE TIME

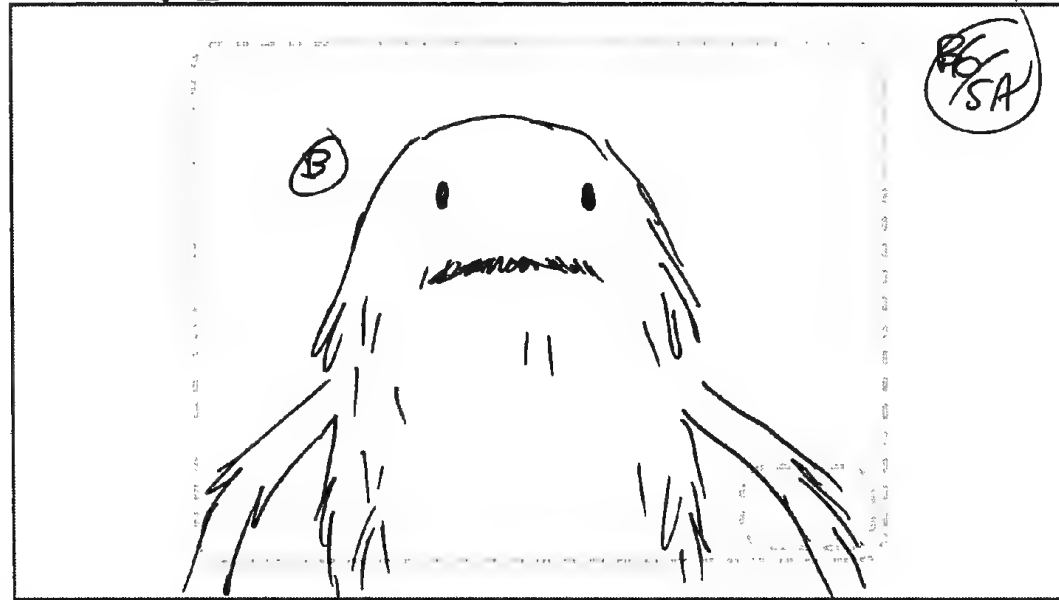


Page 35

Sc. 16 cont Pnl. B Bg. day night



Sc. 16 cont Pnl. C Bg. day night



Dialog:

GRASS  
FINN

MWAH!

Action:

(A)(B)(C)(D) pretty fast, don't hold long on (B) or (D)

FEB 25 2016

Timing:

EPISODE # 1042-248

Production :

1042 248

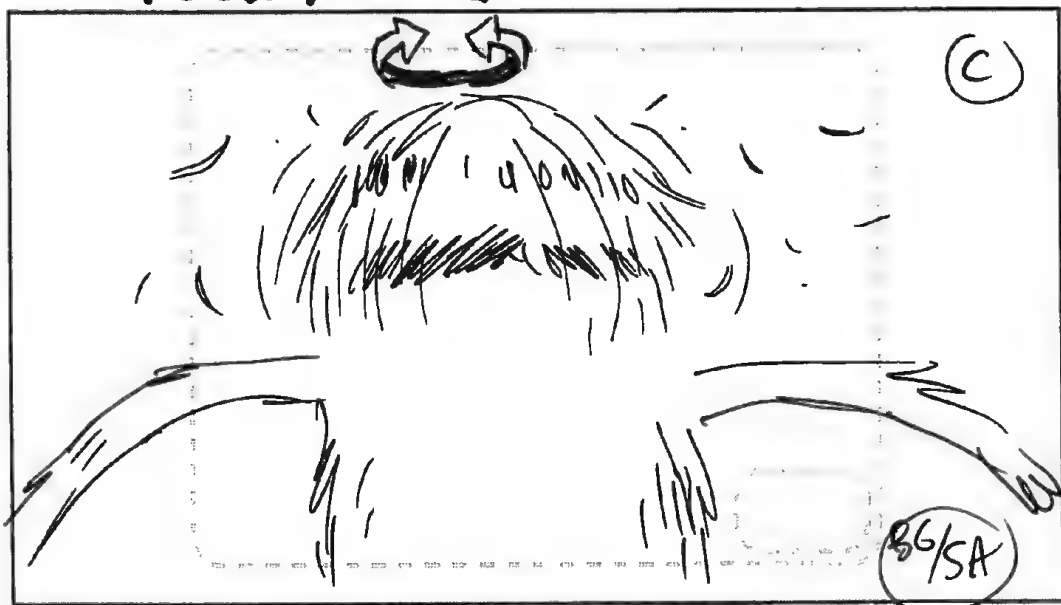
1042 248



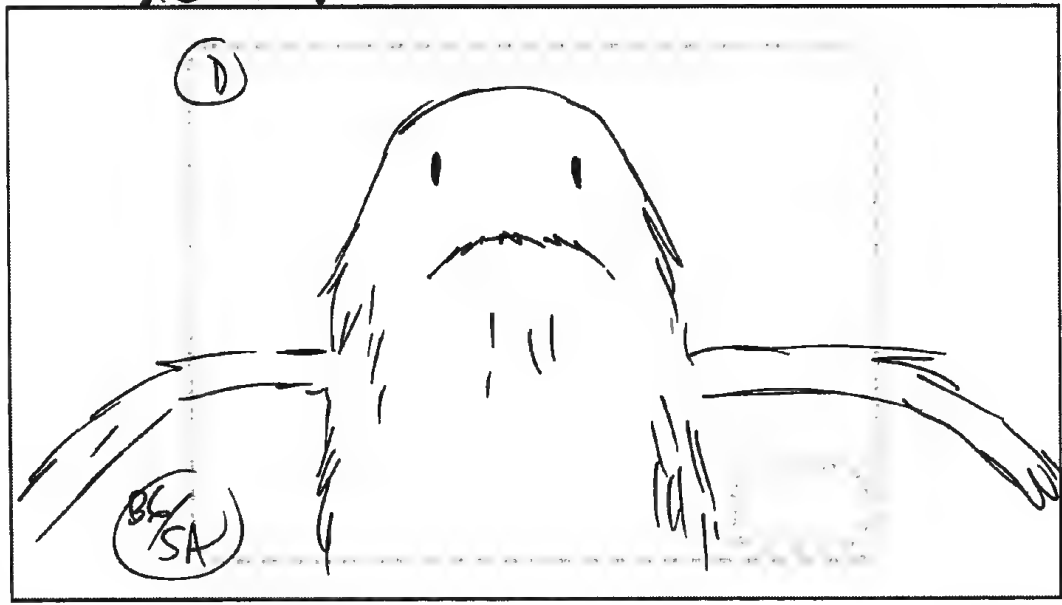
ADVENTURE TIME



Sc. 16cont Pnl. D Bg. day night



Sc. 16cont Pnl. E Bg. day night



Dialog:	(GF) MWWAAAH!
Action:	
Timing:	

FEB 25 2016

EPISODE # 1042-248

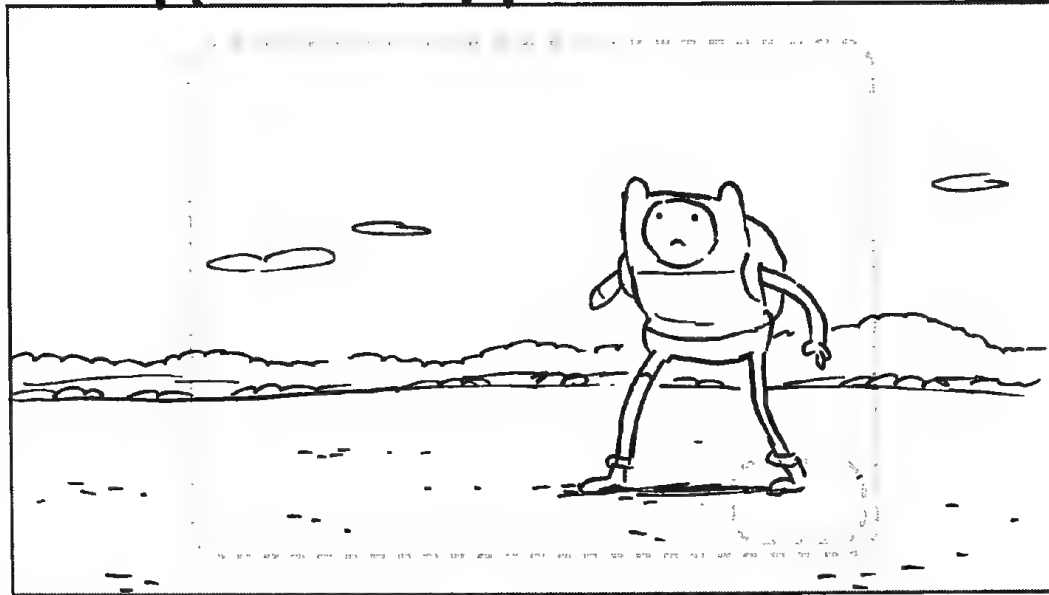
Production :

# ADVENTURE TIME



Page 37

Sc. 17 Pnl. A Bg. day night



Sc. 17 cont Pnl. B Bg. day night



Dialog:

(GF) (OS) MWAAH!

(FINN): What?

Action:

Timing:

FEB 25 2016

EPISODE # 1042-248

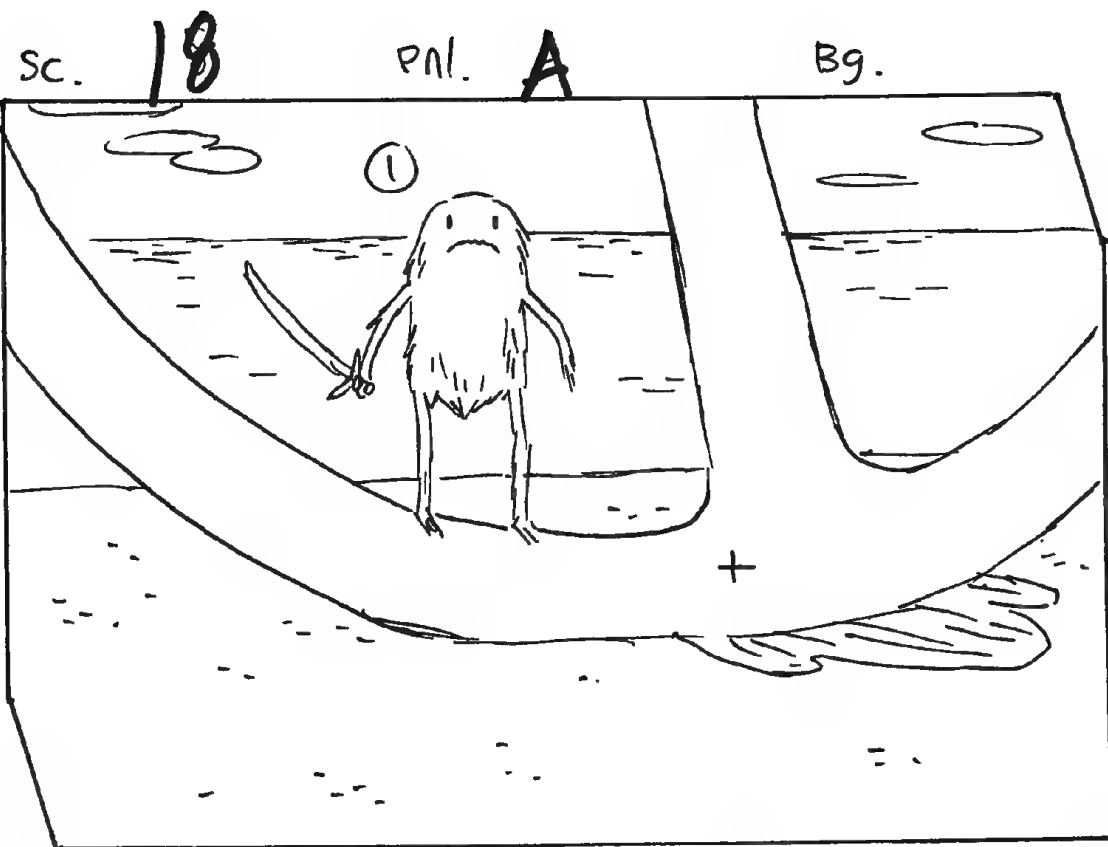
Production :

1042 248

1042 248

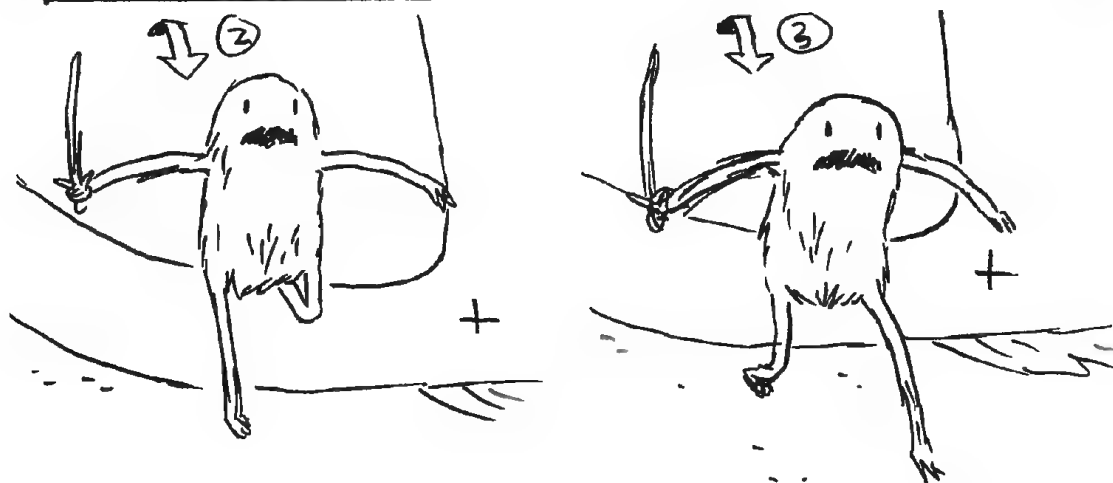
1042-248

1042 248



(GF:) ② MWAHH!  
③ MWAHH!

ACTION: Gross Finn takes two big steps,  
one distinct "MWAHH!" per step.



FEB 25 2016

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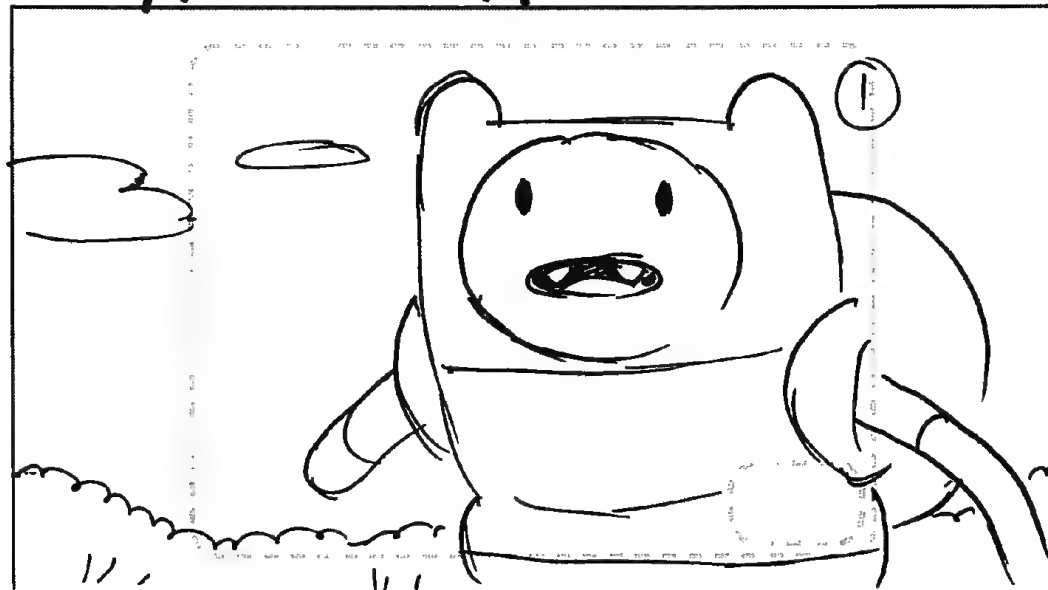
1042 248

# ADVENTURE TIME

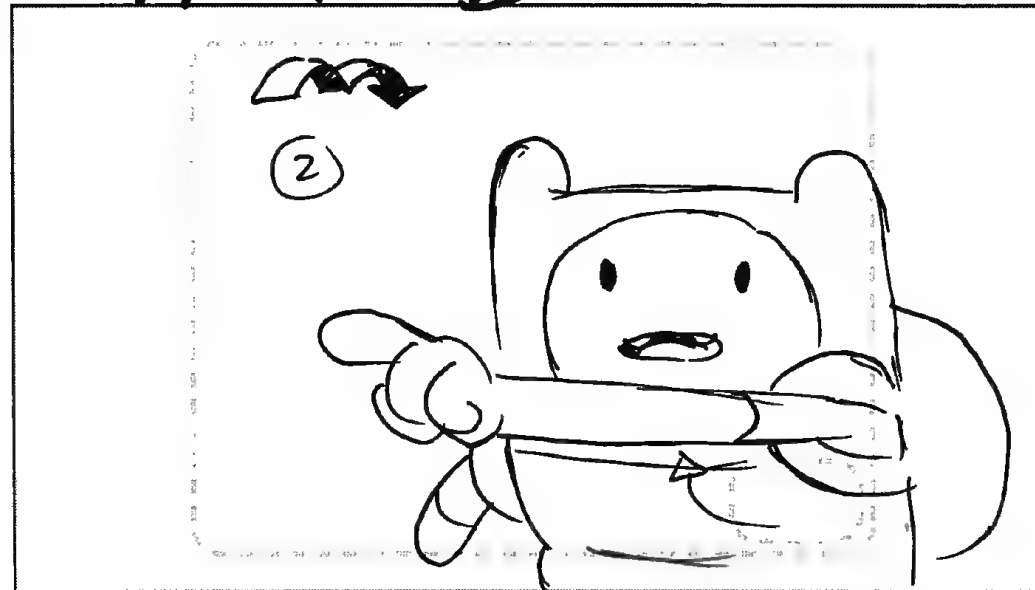


Page **39**

Sc. **19** Pnl. **A** Bg. day night



Sc. **19 cont** Pnl. **B** Bg. day night



Dialog:

(FINN:) Hey man! You stay back!  
(GFOS) EEYUH

Action:

- FINN POINTS AND STEPS BACK.

FEB 25 2016

Timing:

EPISODE #

Production :

1042-248

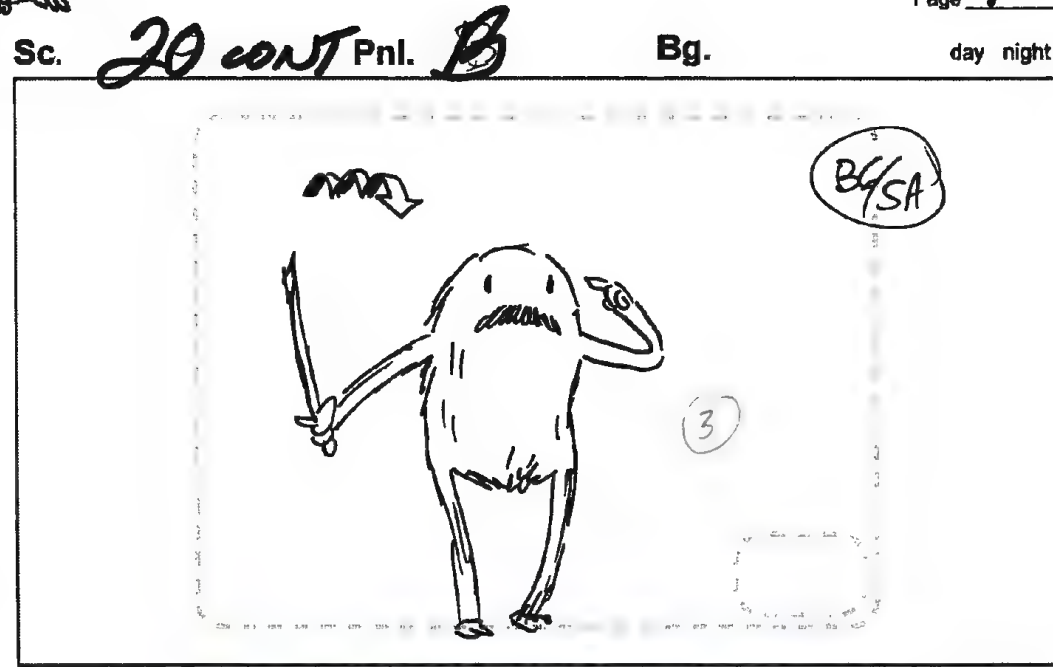
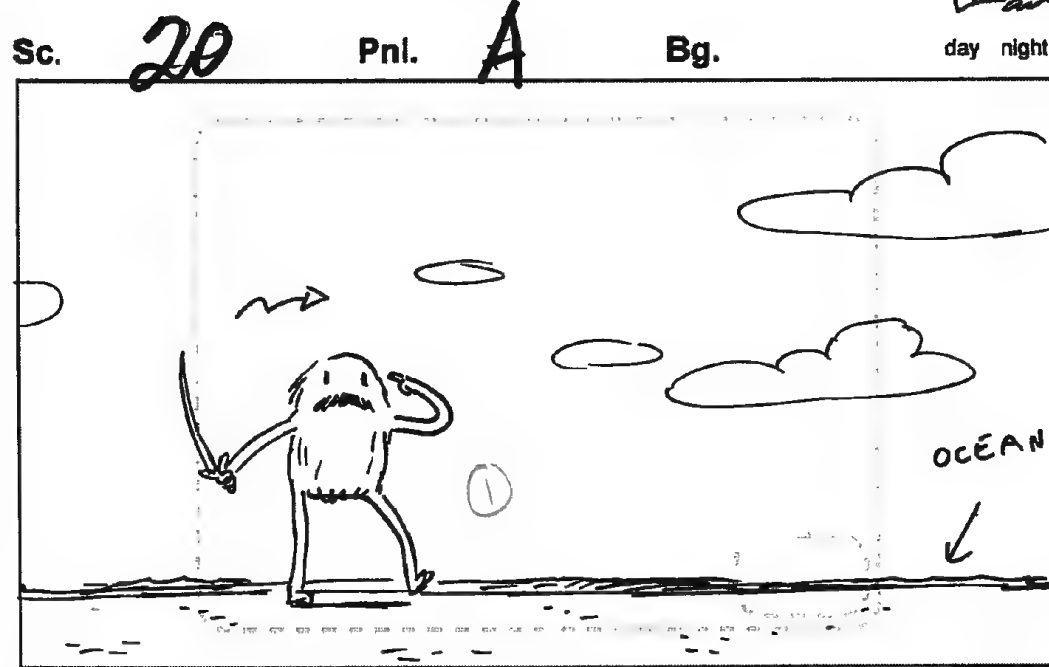
1042 248

1042 248

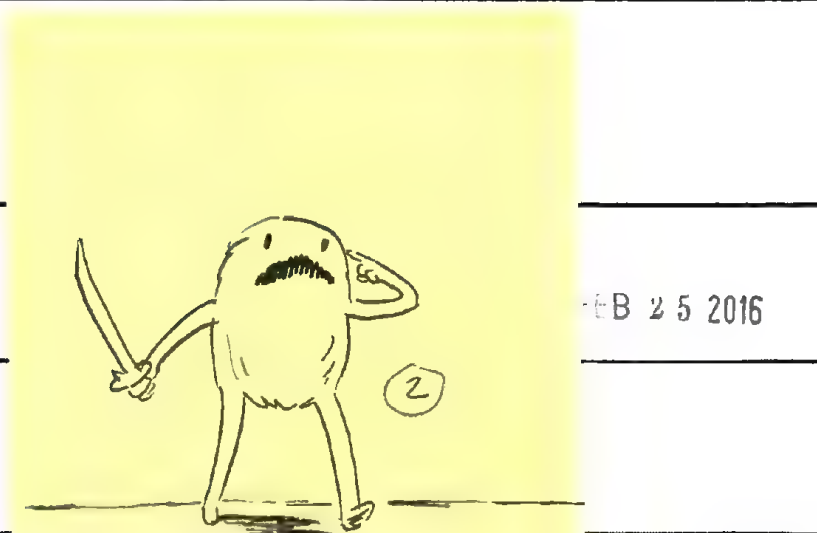
# ADVENTURE TIME



Page **40**



Dialog:	<p><b>GRASS:</b> <b>FINN:</b></p> <p><u>MUH EEUH</u> <u>MUH EEUH</u></p>
Action:	-GF WALKS FORWARD WHILE POINTING AT "EAR"
Timing:	



FEB 25 2016

Production :

EPISODE #

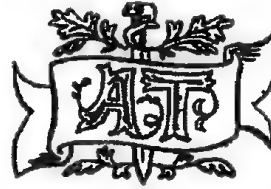
1042-248

1042 248

1042 248

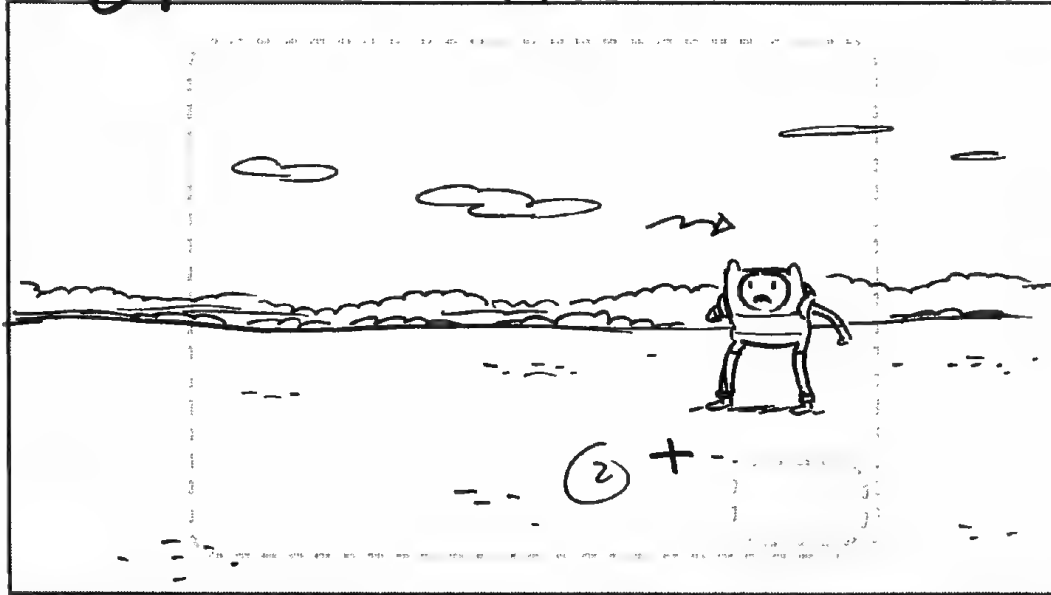


# ADVENTURE TIME

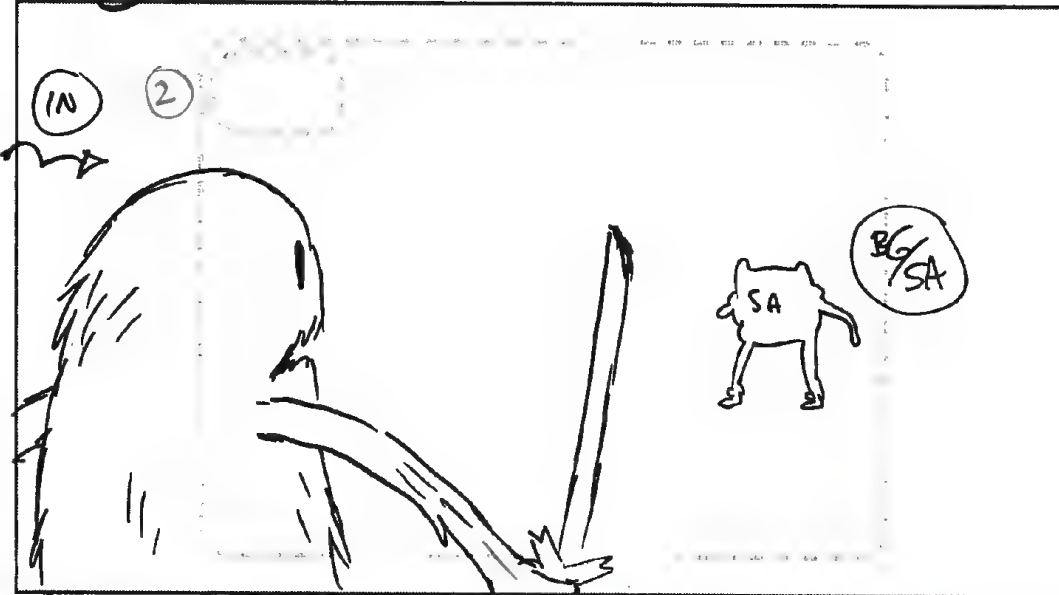


Page **41**

Sc. **21** Pnl. **A** Bg. day night



Sc. **21 cont** Pnl. **B** Bg. day night



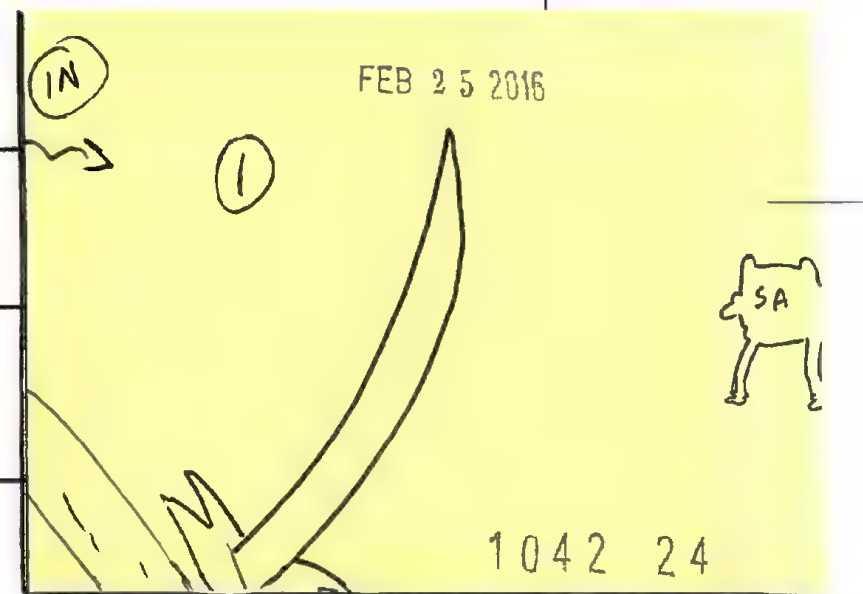
Dialog:

OVERLAP < (F) Hey! I said stay back man!  
(GF) muh hh...

Action:

- GF WALKS ON/S,

Timing:



1042 24

EPISODE # 1042-248

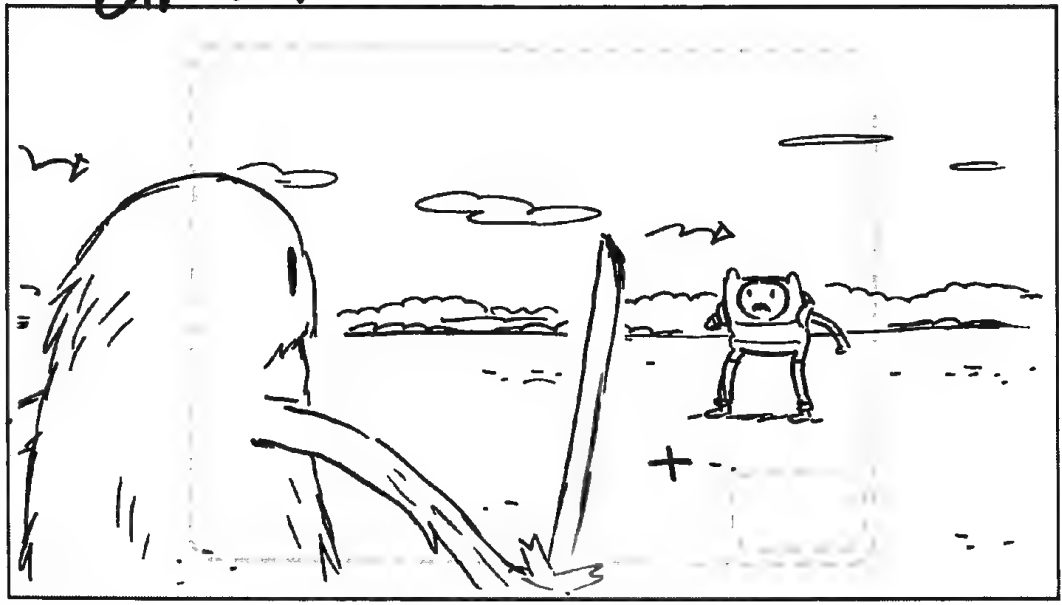
248

# ADVENTURE TIME

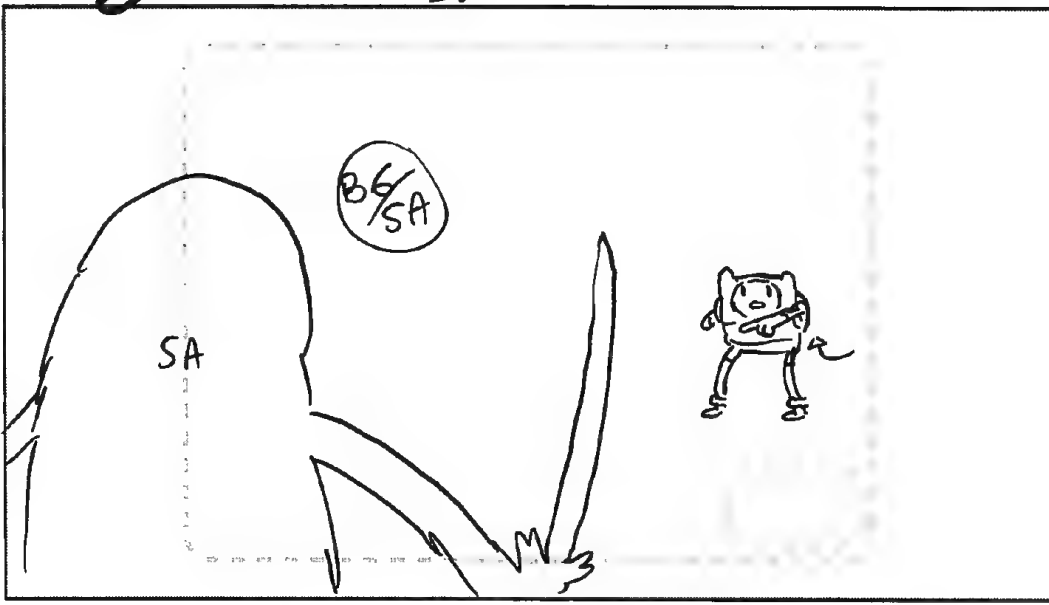


Page 42

Sc. 21 CONT Pnl. C Bg. day night



Sc. 21 CONT Pnl. D Bg. day night



<p><b>Dialog:</b></p> <p>(FINN:) I seen what you did to Susan!</p>		<p>(F:) Yeah... Just look at her.</p>	
<p><b>Action:</b></p> <p>- FINN POINTS PAST G.F.</p>		<p>FEB 25 2016</p>	
<p><b>Timing:</b></p>			

EPISODE # 1042-248

Production :

1042 248

1042 248

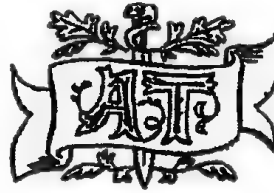
1042 248

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1042 248

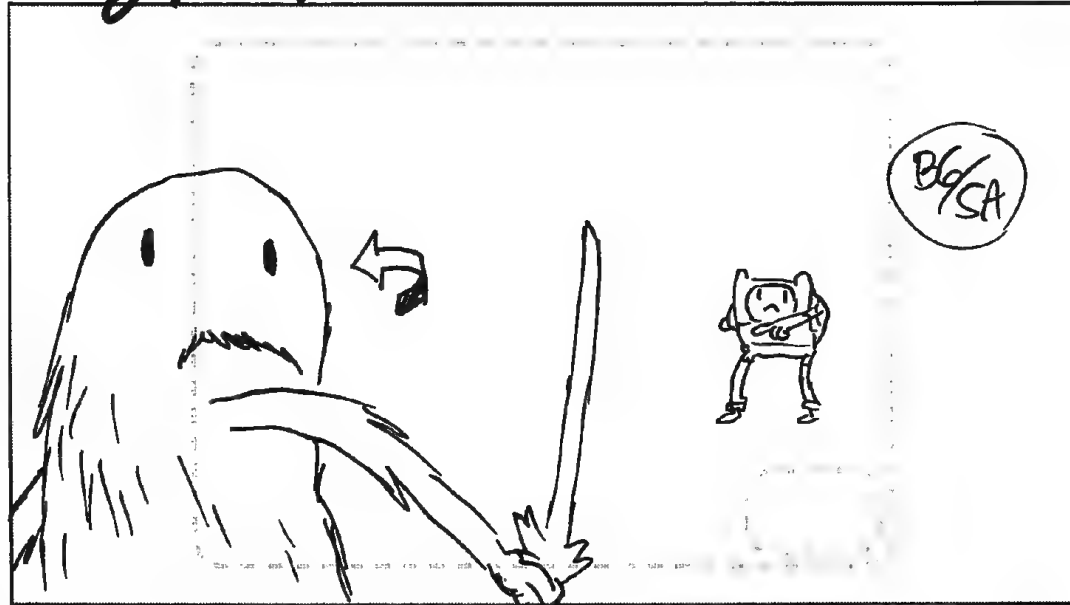
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# ADVENTURE TIME

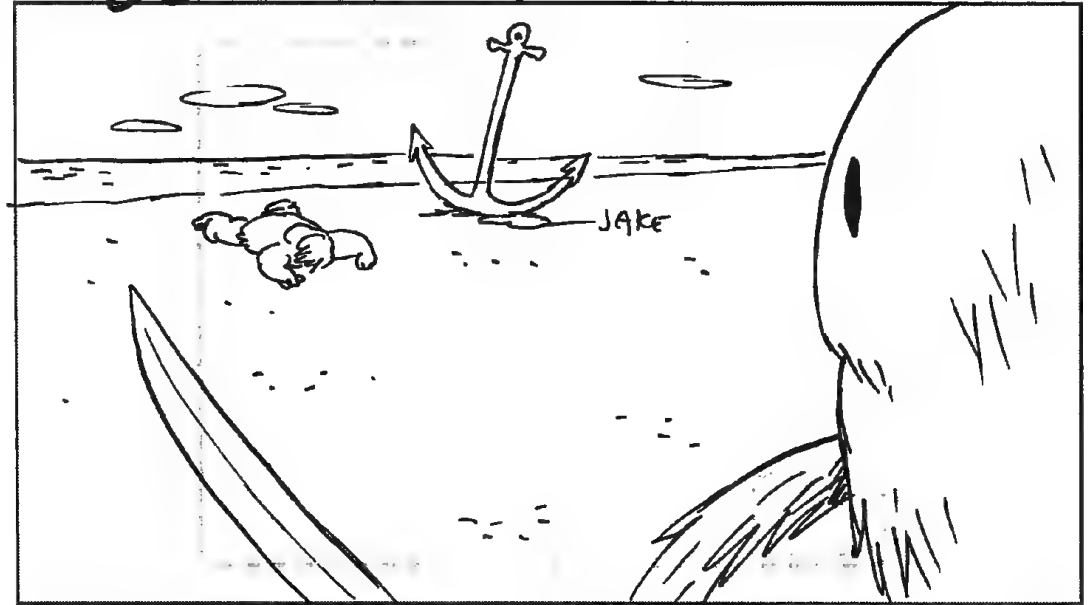


Page **43**

Sc. **2/cont** Pnl. **E** Bg. day night



Sc. **22** Pnl. **A** Bg. day night



Dialog:

**SUSAN:** (moon:) ungh...

Action:

- GF TURNS TO LOOK OVER SHOULDER.

FEB 25 2016

Timing:

EPISODE # 1042-248

Production :

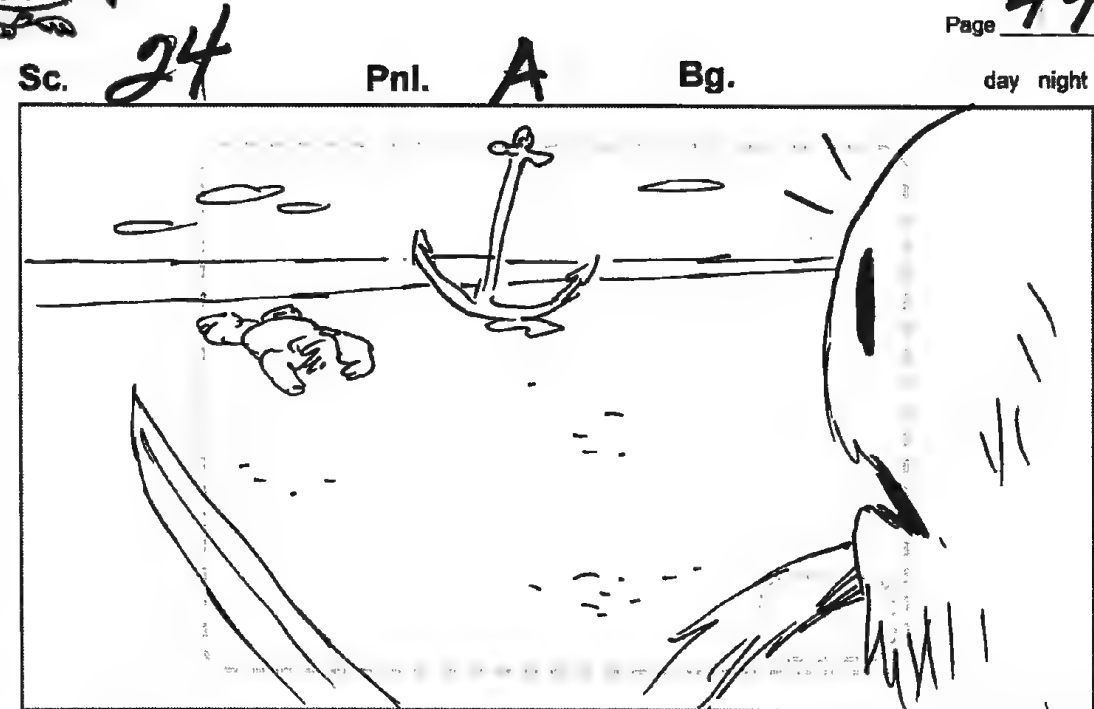
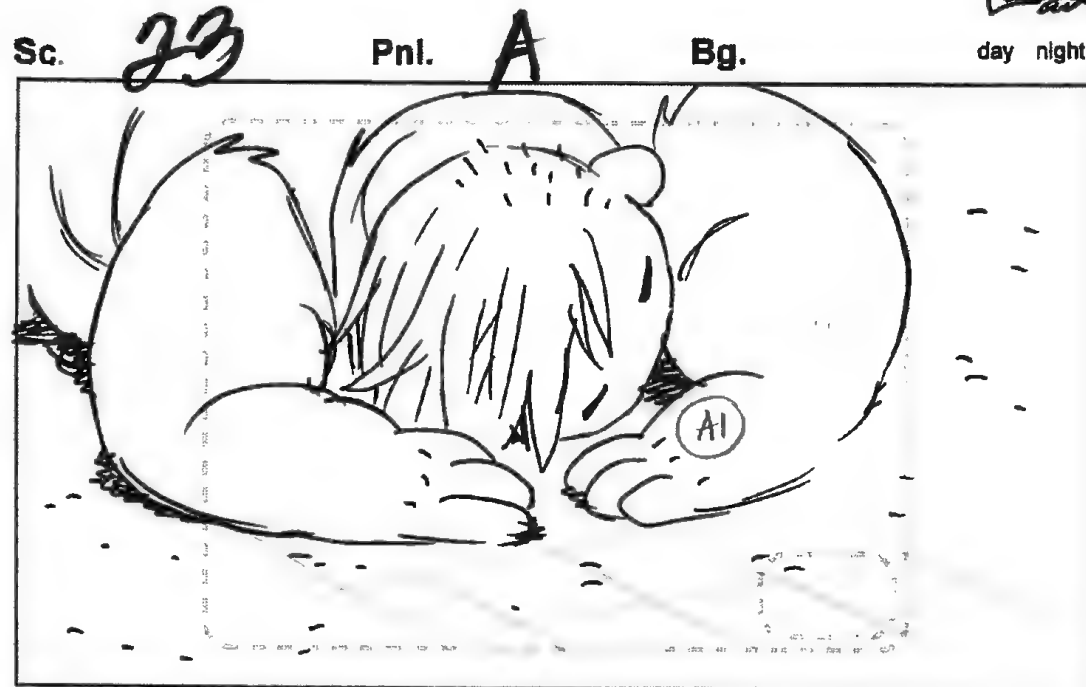
1042 248

1042 248

# ADVENTURE TIME



Page **44**



Dialog:

**SUSAN** → Susan's... cells...  
(weak, pained) are on fire...

Action:

- SUSAN TRIES  
TO RAISE HAND  
(TREMBLE/STAGGER)

Timing:



**GF** ⇒ GASP! ⇒, SUSAN!

**AI**  
S.P.

FEB 25 2016



EPISODE # 1042-248

1042 248

1042 248

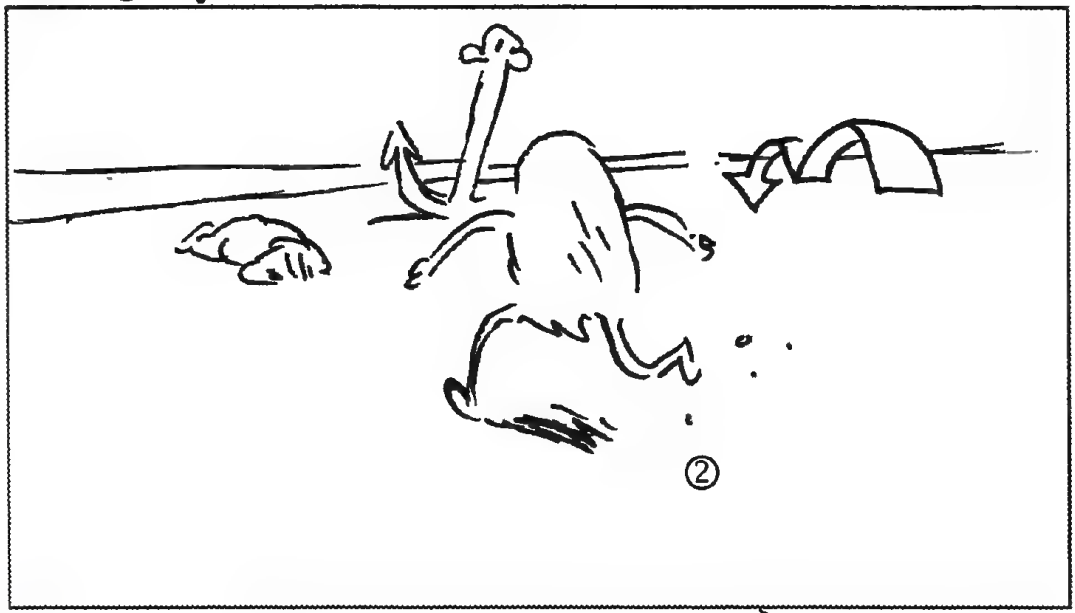
# ADVENTURE TIME



Sc. **24 cont** Pnl. **B** Bg. day night



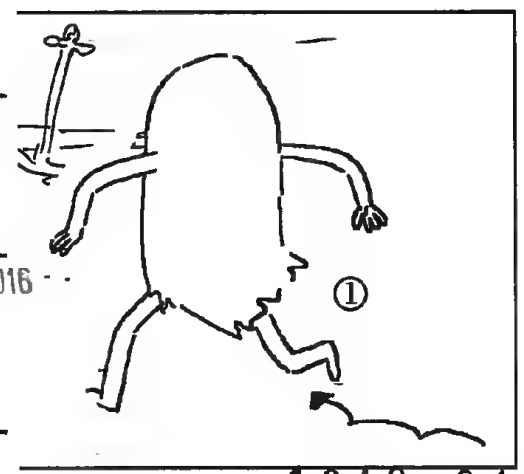
Sc. **24 cont** Pnl. **C** Bg. day night



(GF:) SUSAN!

- GF RUNS TOWARDS SUSAN.

FEB 25 2016



1042 248

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# ADVENTURE TIME



Page 46

Sc. 25 Pnl. A Bg. day night

Sc. 25 cont Pnl. B Bg. day night

Dialog:

S.P. (AI)

Action:

Timing:

(F:) HEY!

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EPISODE# 1042-248

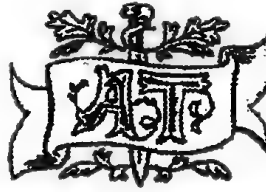
Production :

1042 248

1042 248

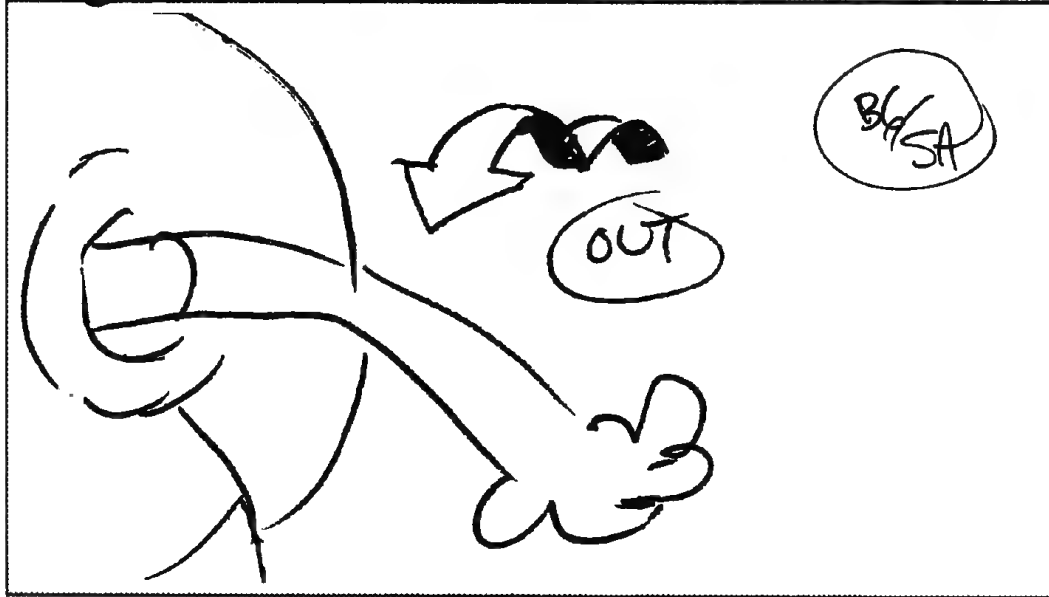


# ADVENTURE TIME

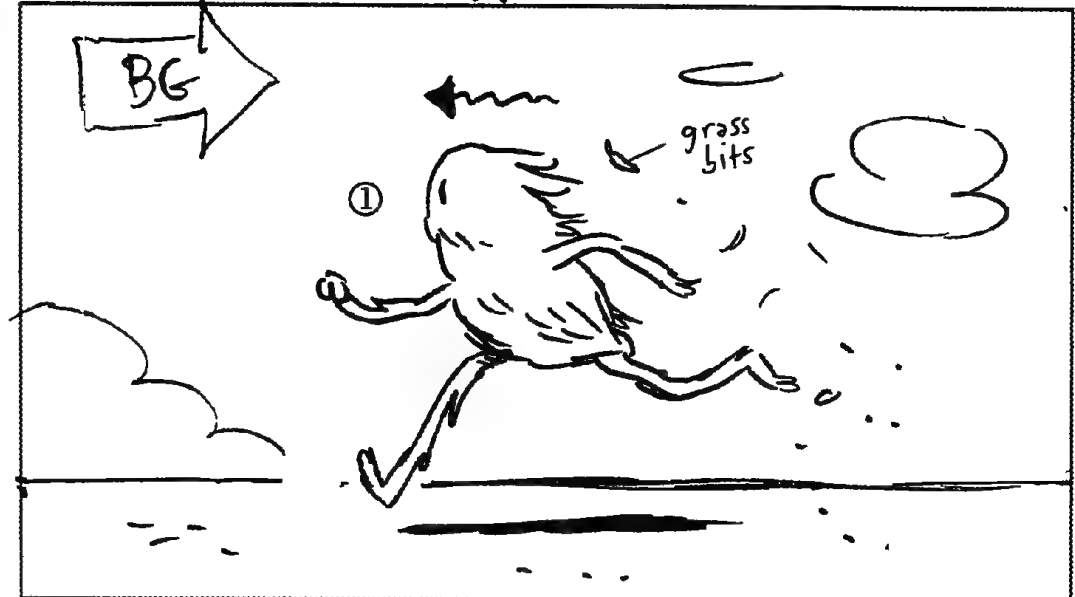


Page **47**

Sc. **25 cont** Pnl. **C** Bg. day night



Sc. **26** Pnl. **A** Bg. day night



Dialog:

(F:) HUFF  
PUFF

Action:

HEY !

-F. RUNS  
FORWARD OFF S.

Timing:

(GF:) HUFF  
PUFF

(FOS) STOP!  
(running)

FEB 25 2016



EPISODE # 1042-248

Production :

1042 248

1042 248

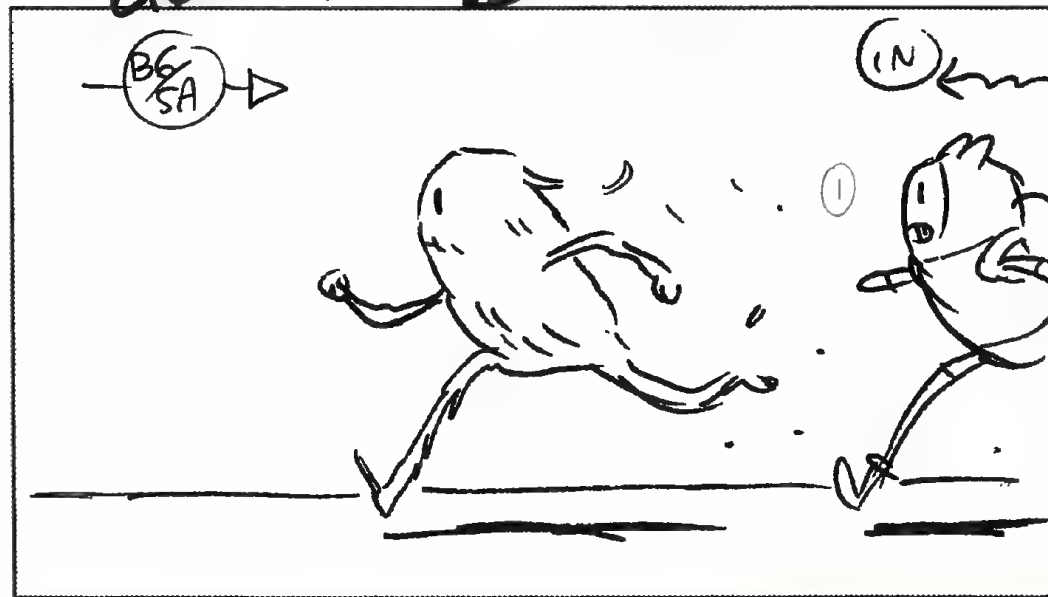
1042 248

# ADVENTURE TIME



Page **48**

Sc. **26cont** Pnl. **B** Bg. day night



Sc. **26cont** Pnl. **C** Bg. day night



Dialog:	(G.F.) > HUFF (F) PUFF
Action:	- FINN GAINS ON/S.
Timing:	

(2)

FINN LEAPS AND TACKLES G.F.

(FINN) RRRF!  
(G.F.) OOF!  
(F)

FEB 25 2016

EPISODE # 1042-248

Production :

1042 248

1042 248

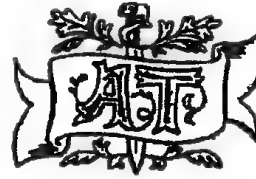
1042 248

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1042 248

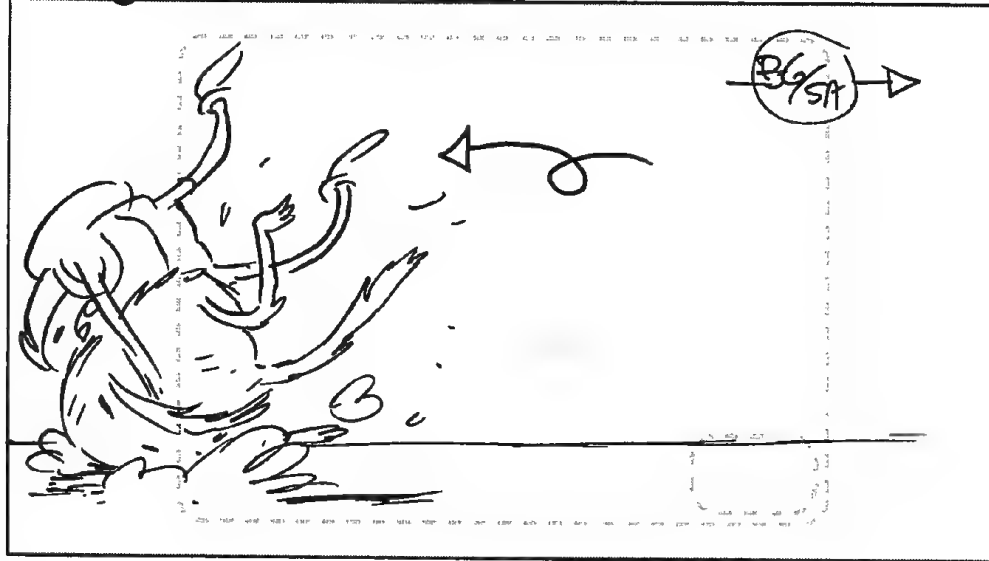
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# ADVENTURE TIME

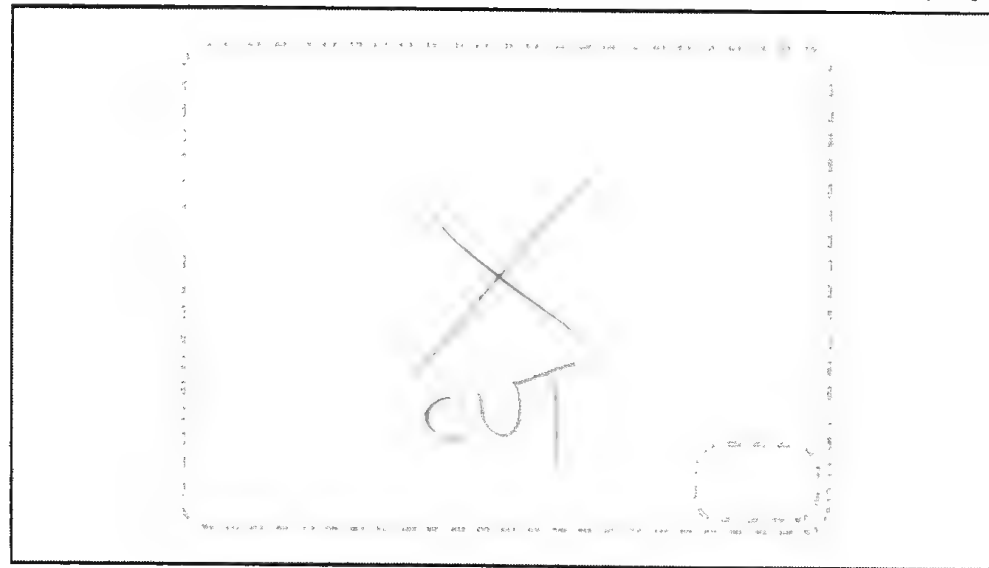


Page **49**

Sc. **26 cont** Pnl. **D** Bg. day night



Sc. Pnl. Bg. day night



Dialog:		
Action:		- F + GF TUMBLE/ ROLL OFF/S.
Timing:		FEB 25 2016

EPISODE # **1042-248**  
Production :

1042 248

1042 248

# ADVENTURE TIME

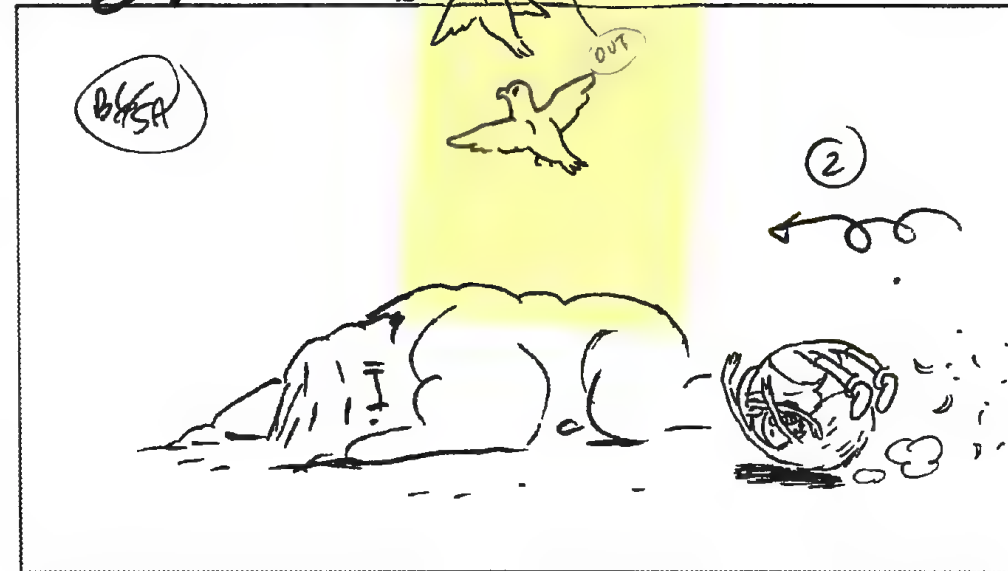


Page **50**

Sc. **27** Pnl. **A** Bg. day night



Sc. **27 cont** Pnl. **B** day night

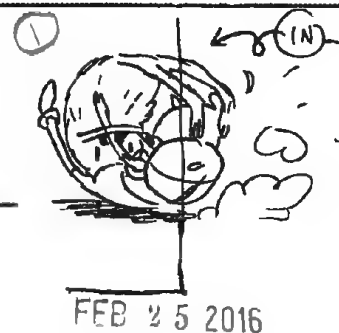


Dialog:

(F)  
(GF) \* STRUGGLING NOISES \*



- F + GF ROLL ON/S.  
- GULL FLIES OFF/S.



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EPISODE # 1042-248

Production :

RE TIME



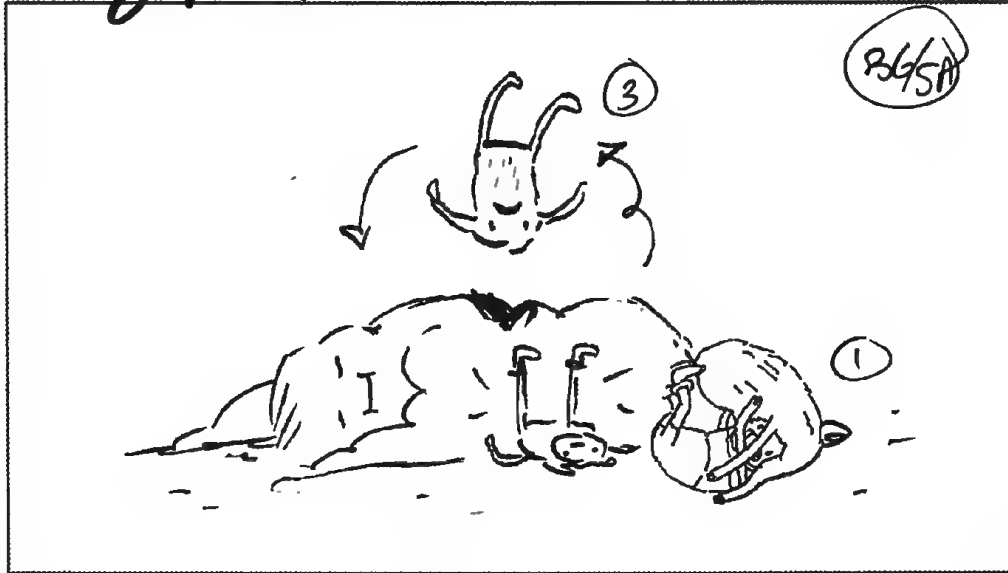
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Sc.

27 cont Pnl. C

Bg.

day night



Sc.

27 cont Pnl. D

Bg.

day night



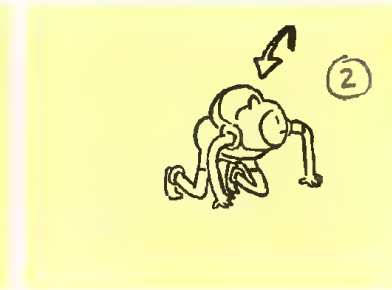
Notes



- G.F. + F. ROLL INTO SUSAN AND G.F. IS FLUNG OVER HER BY MOMENTUM.

- F. TURNS

FEB 25 2016



EPISODE # 1042-248

Production :

# ADVENTURE TIME

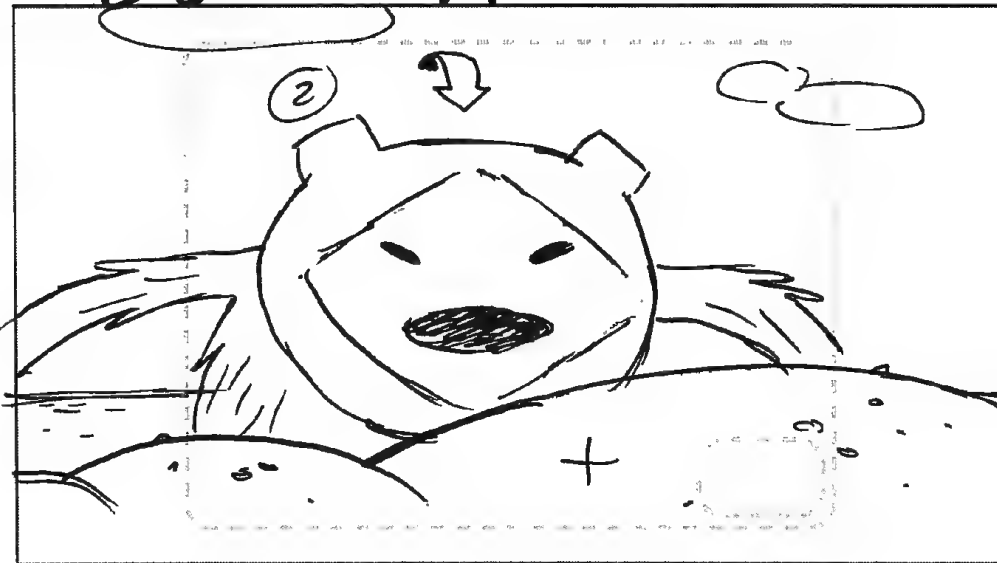


Page **52**

Sc. **27 cont** Pnl. **E** Bg. day night



Sc. **28** Pnl. **A** Bg. day night



EPISODE # 1042-248

Dialog:   
 (F) YOU LEAVE HER ALONE YOU WEIRDO! → (F) SUSAN'S MY FRIEND!   
 (GF) MUH MEAH MUH MUH MUH MU MEMOH! → (GF) SUSAH MUH FRUH!   
 simul  
tone  
ous

Action:   
 - F + GF STAND UP SIMULTANEOUSLY.

Timing:



+  
1042 248

1042 248

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ADVENTURE TIME

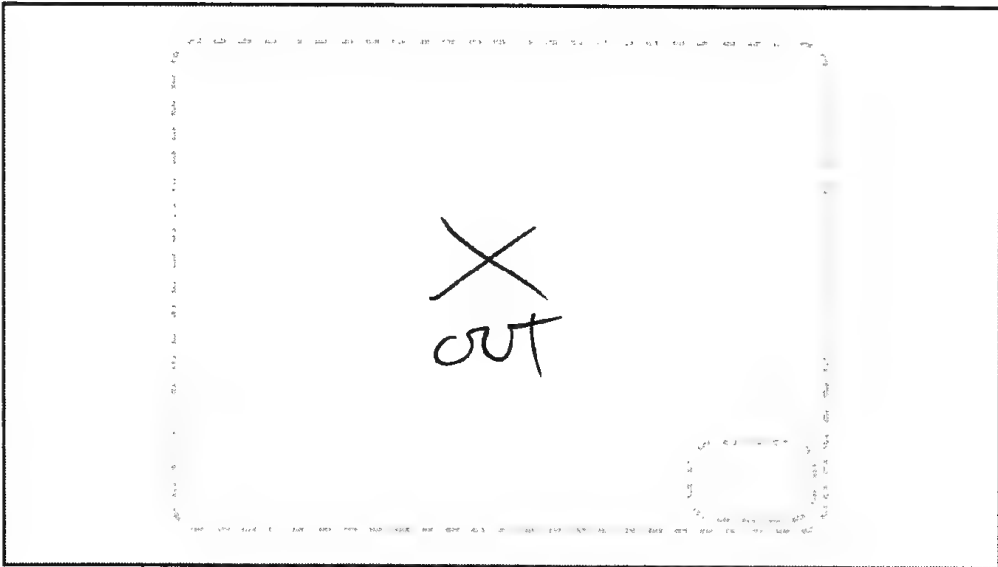


Page **53**

Sc. **28 cont** Pnl. **B** Bg. day night



Sc. Pnl. Bg. day night



Dialog:	(GF) Freeuh... freeh..
Action:	
Timing:	

FEB 25 2016

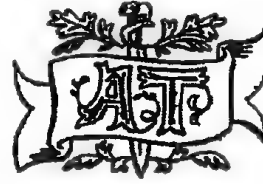
EPISODE # 1042-248  
Production :

1042 248

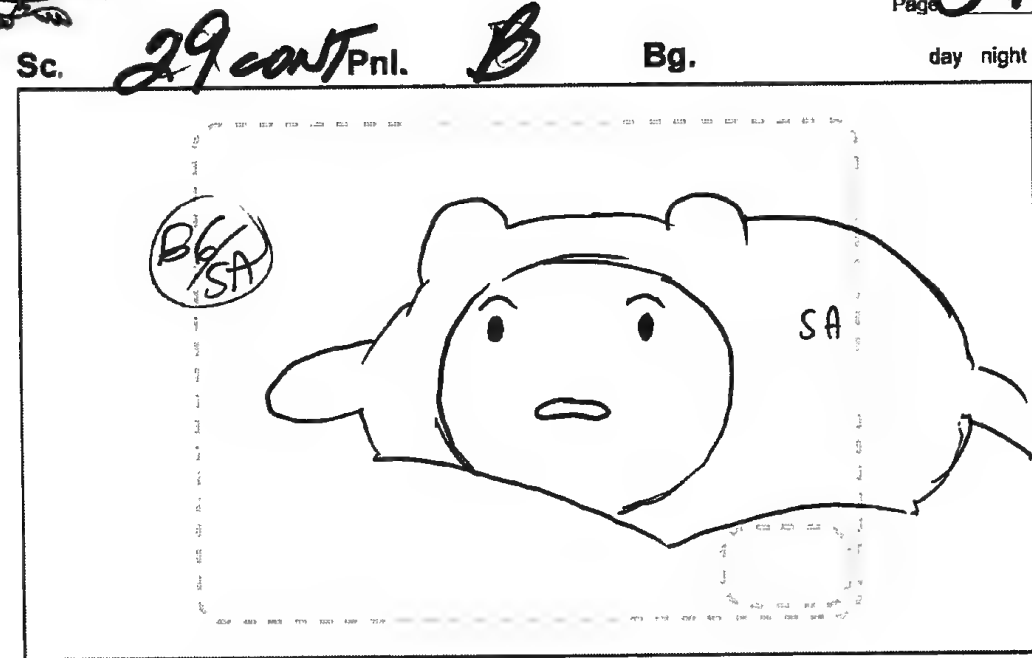
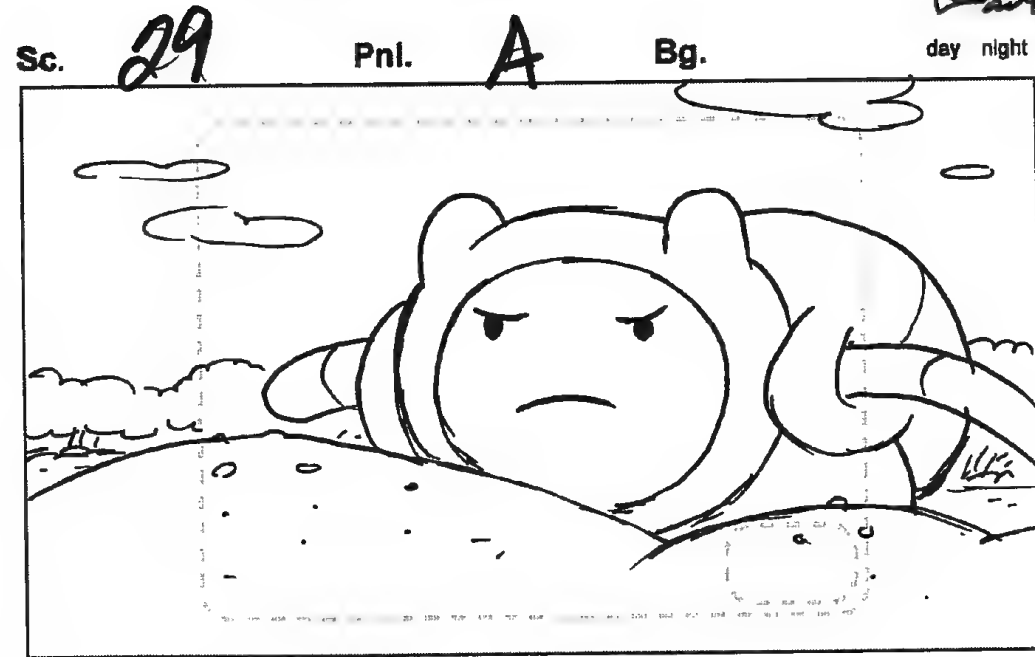
1042 248



# ADVENTURE TIME



Page **54**



Dialog:

**GF OS:** Frehn...d...

**FINN:** \* panting from exertion \*

**(F:)** What?

Action:

FEB 2 5 2016

Timing:



EPISODE # 1042-248

Production :

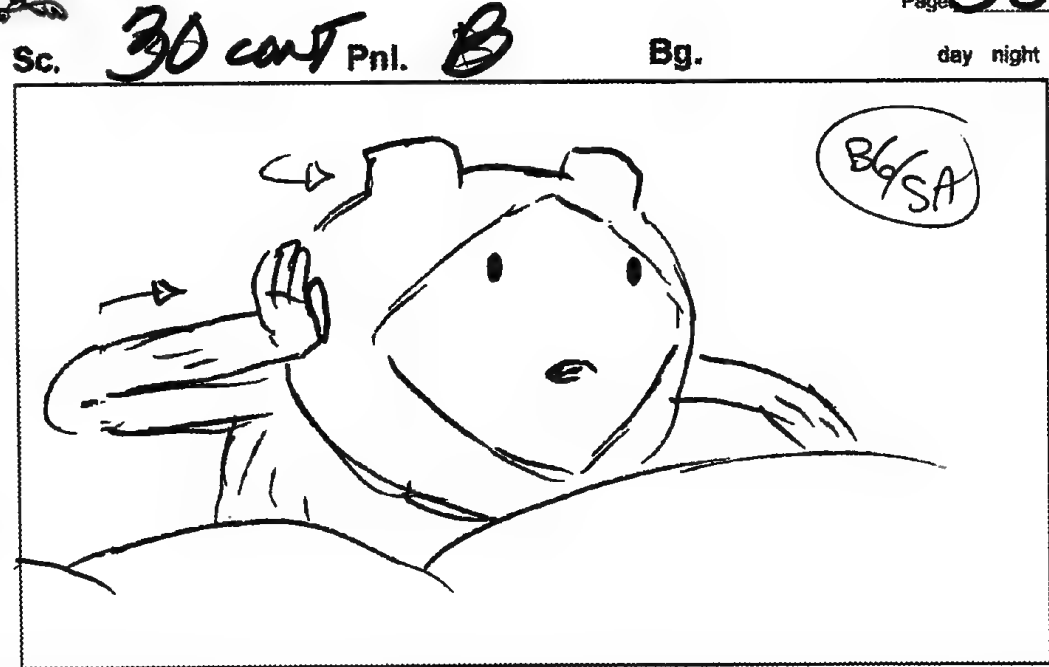
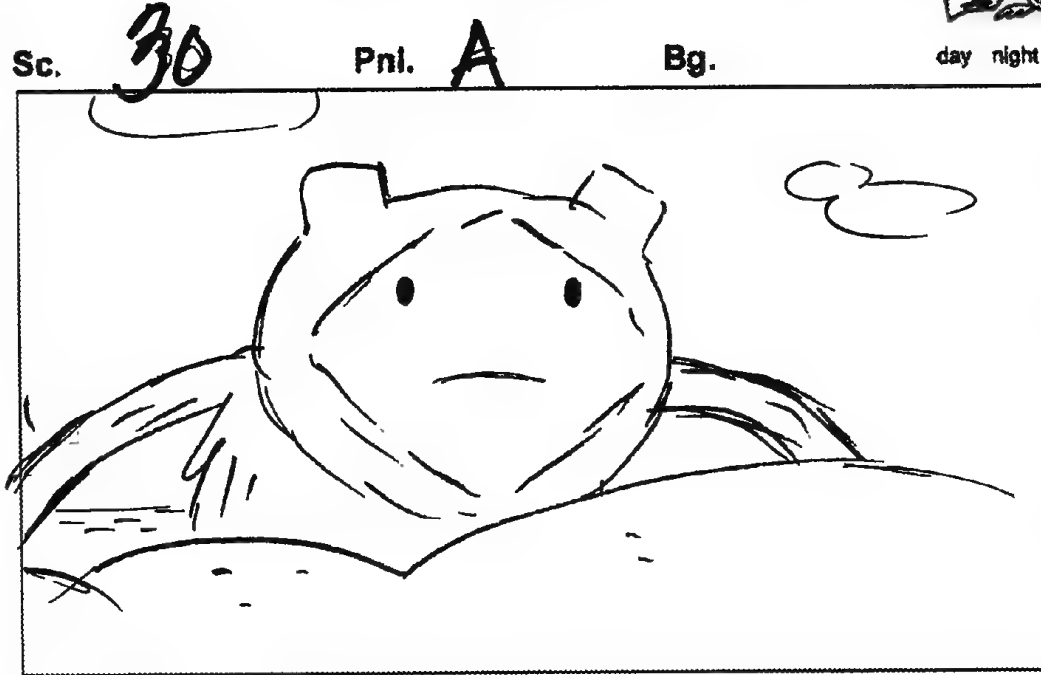
1042 248

1042 248

# ADVENTURE TIME



Page 55



Dialog:

(GF:) huh?

Action:

- G.F. CURS 'EAR' TO HEAR BETTER

FEB 25 2016

Timing:

EPISODE # 1042-248

1042 248

Production :

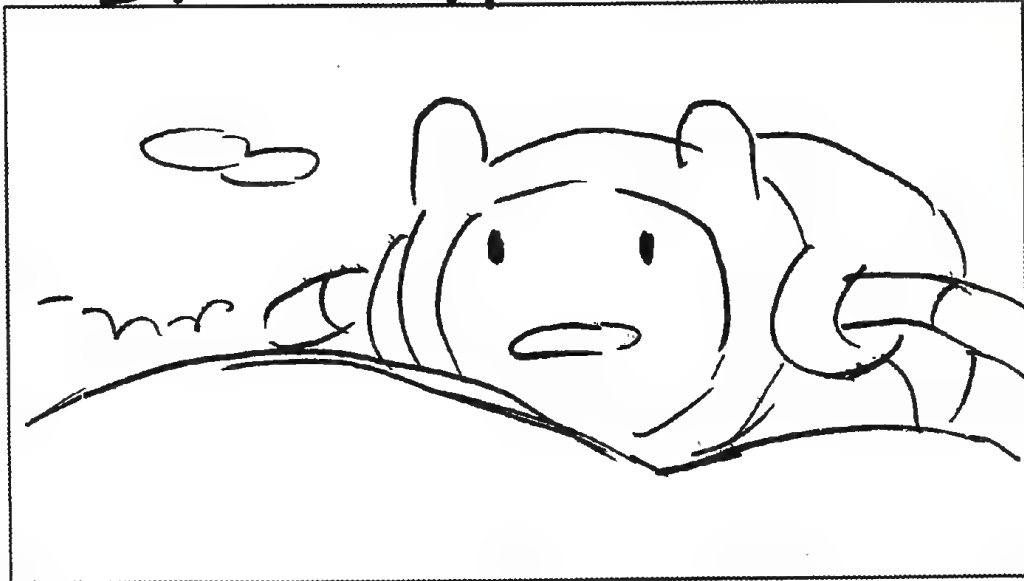
1042 248

# ADVENTURE TIME



Page **56**

Sc. **31** Pnl. **A** Bg. day night



Sc. **32** Pnl. **A** Bg. day night



EPISODE # 1042-248

1042 248

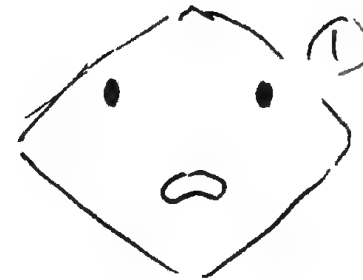
Dialog:

(F:) I said  
"what" what you say?

(GF:) "whu.?"<sup>(1)</sup> oh-<sup>(2)</sup>  
haha, okay -

Action:

Timing:



FEB 25 2016

Production :

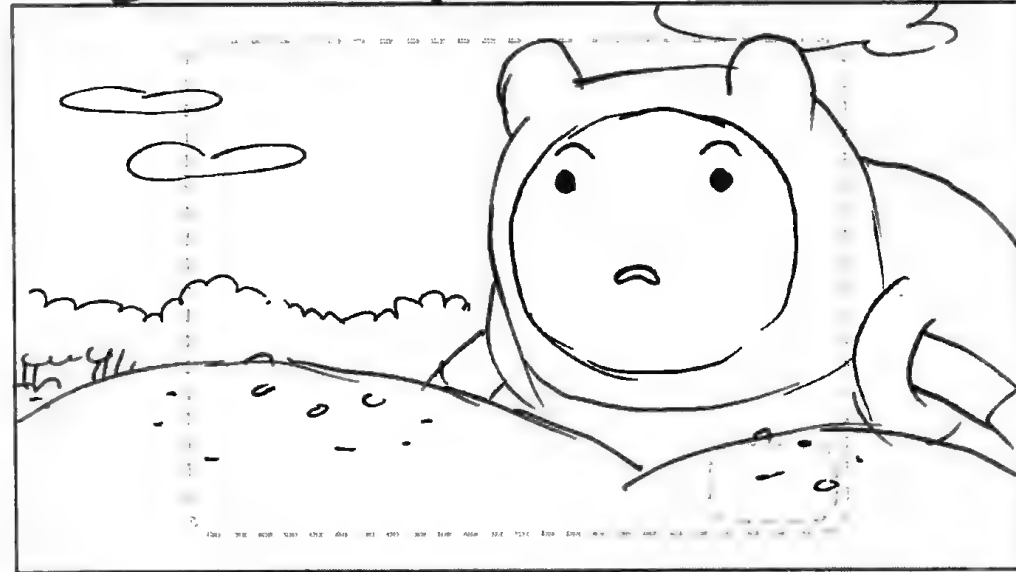
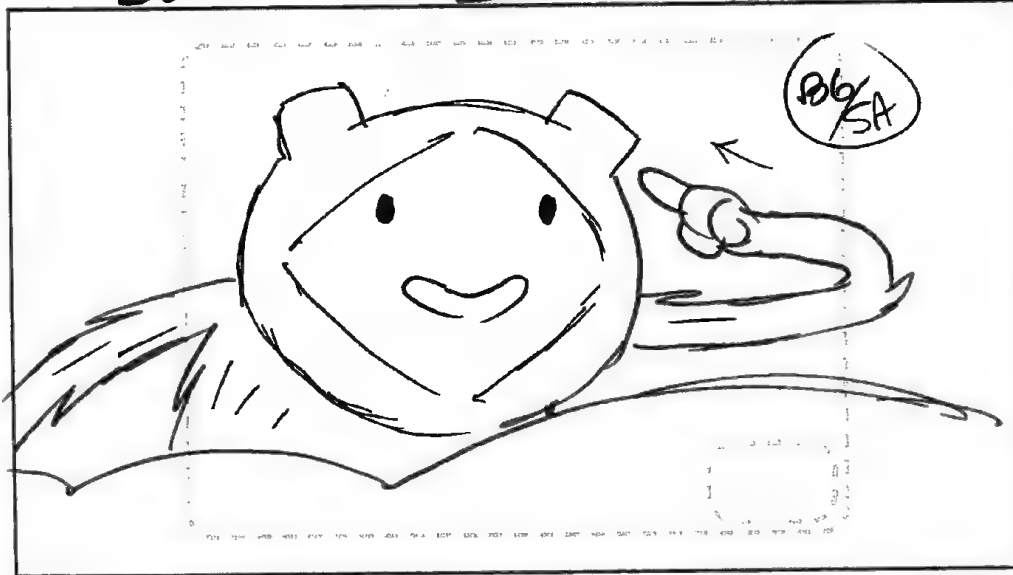
1042 248

# ADVENTURE TIME



Page **57**

Sc. **32 cont** Pnl. **B** Bg. day night Sc. **33** Pnl. **A** Bg. day night



Dialog:

**GF:** → my ears weren't working before for some reason,

**GF:** → <sup>(o/s)</sup> or my mouth, haha, →

Action:

- G.F. POINTS TO EAR.

FEB 25 2016

Timing:

EPISODE # 1042-248

Production :

1042 248

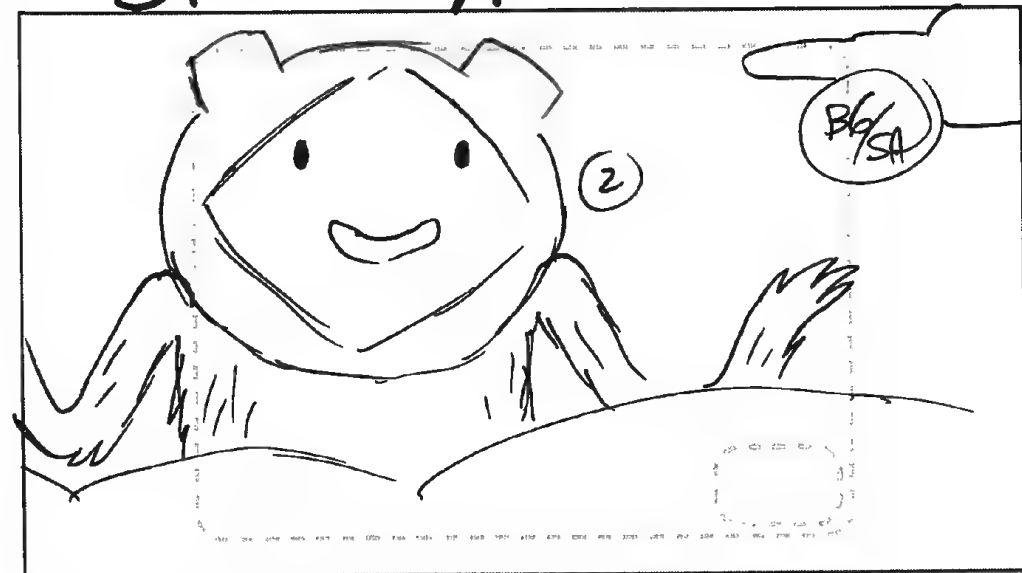
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# ADVENTURE TIME

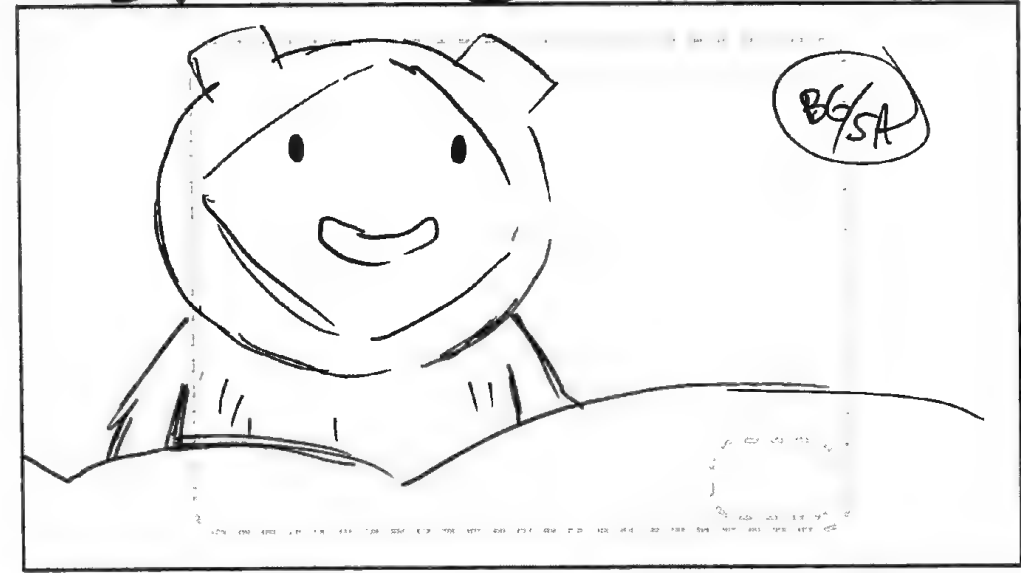


Page **58**

Sc. **34** Pnl. **A** Bg. day night



Sc. **34 cont** Pnl. **B** Bg. day night



EPISODE # 1042-248

Dialog: **GF** → sorry about that, →

Action: - GF SHRUGS.

Timing:



**GF** → I'm sure we musta got off on the wrong foot.

FEB 25 2016

Production :

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1042 248

# ADVENTURE TIME

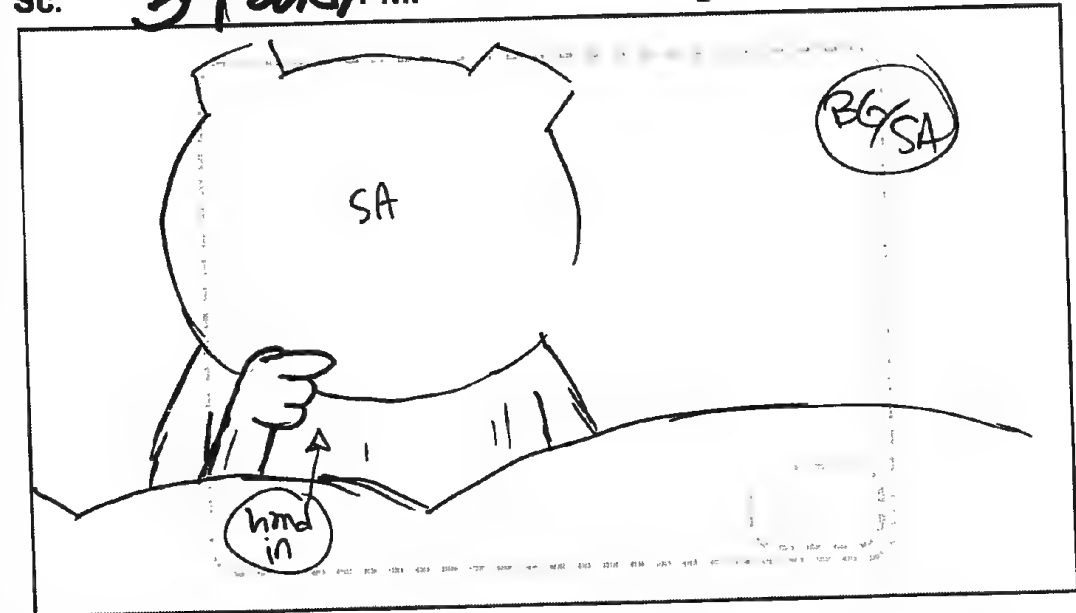


Page **59**

Sc. **34 cont** Pnl. **C**

Bg.

day night

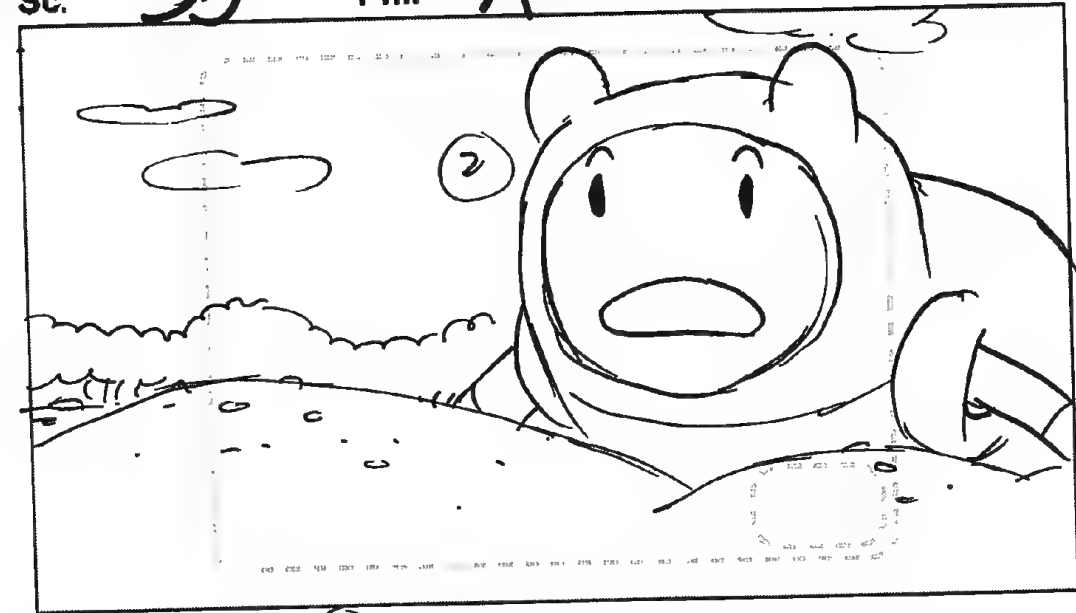


Sc. **35**

Pnl. **A**

Bg.

day night



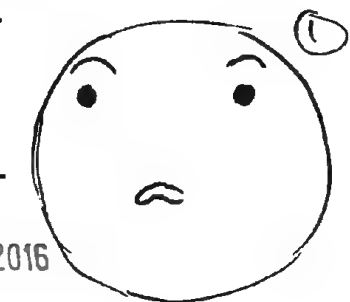
Dialog:

**GF:** Also why are you dressed like me? Get a life man.

Action:

Timing:

**F:** <sup>2</sup> WHAT? You're dressed like ME man, GEEZ!  
<sup>3</sup>



FEB 25 2016

EPISODE # 1042-248

Production :

1042 248

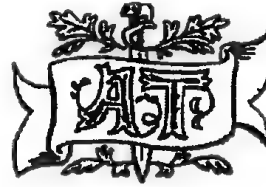
1042 248

1042 248

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# ADVENTURE TIME

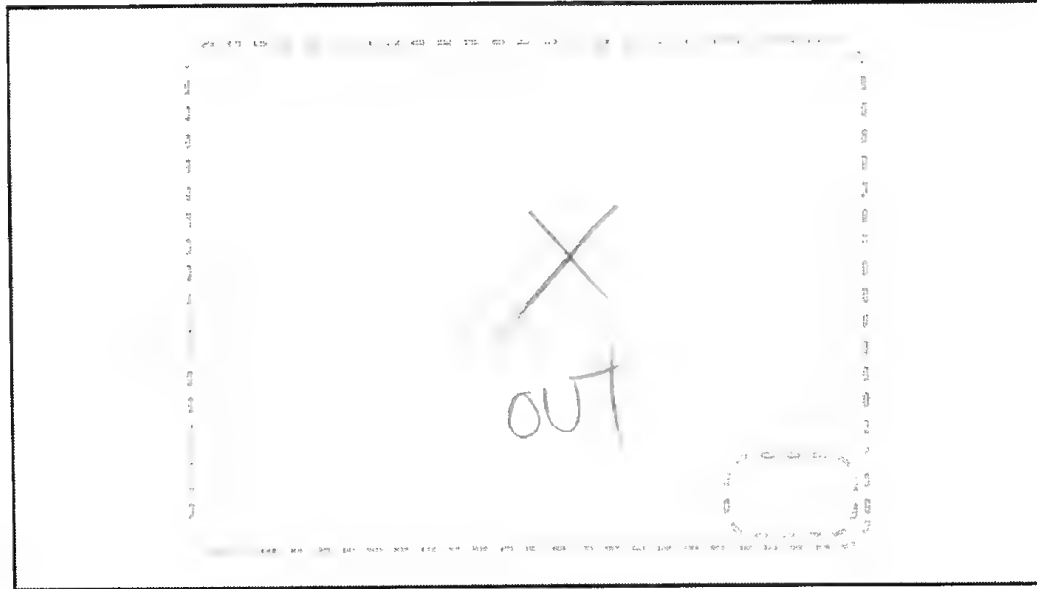


Page 60

Sc. 36 Pnl. A Bg. day night

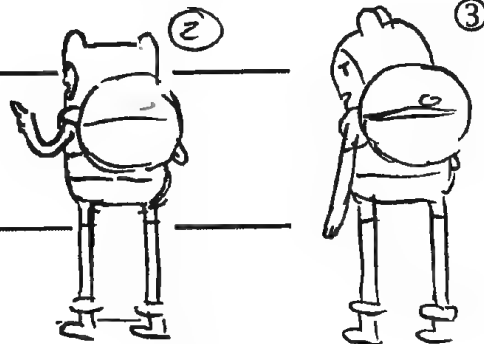


Sc. Pnl. Bg. day night



Dialog: FINN Anyway, you just keep your hands off Susan, guy.

Action:



Timing:

FEB 2 5 2016

EPISODE # 1042-248

Production :

1042 248

1042 248

1042 248

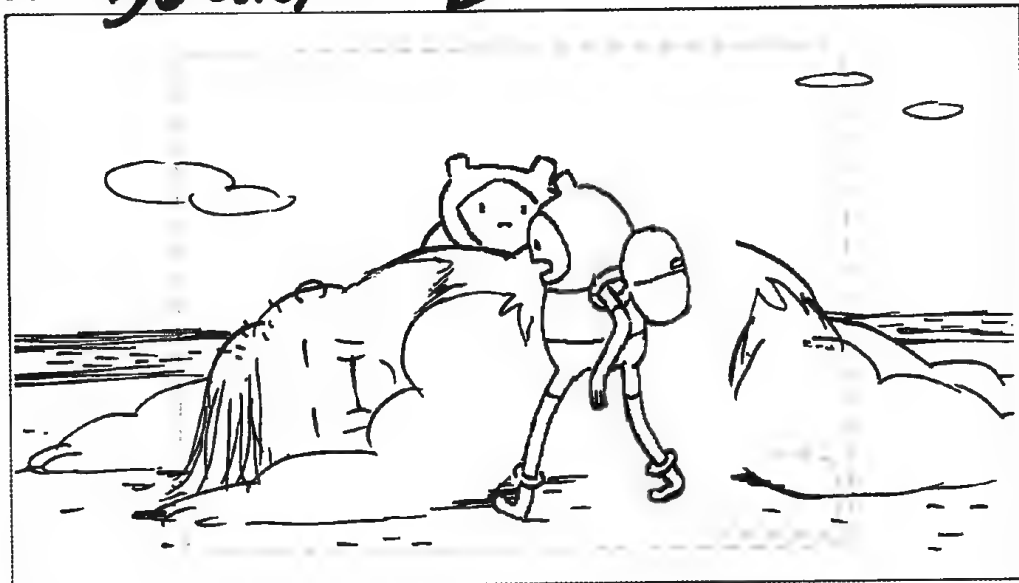


# ADVENTURE TIME



Page **61**  
**61A NEXT**

Sc. **36 cont** Pnl. **B** Bg. day night



Sc. **36 cont** Pnl. **C** Bg. day night



Dialog:

(F:) Susan?...  
can you  
hear me? —

Action:

— F. KNEELS  
NEXT TO SUSAN.  
— G.F. LOOKS DOWN  
AT SUSAN'S FACE.

Timing:

FEB 25 2016

EPISODE # 1042-248

Production :

1042 248

1042 248

1042 248

# ADVENTURE TIME



Page **61A**  
**62 NEXT**

Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night
<b>37</b>	<b>A</b>			

Dialog:

**(FOS)** it's Finn-

Action:

Timing:

FEB 25 2016

EPISODE # 1042-248

Production :

1042 248

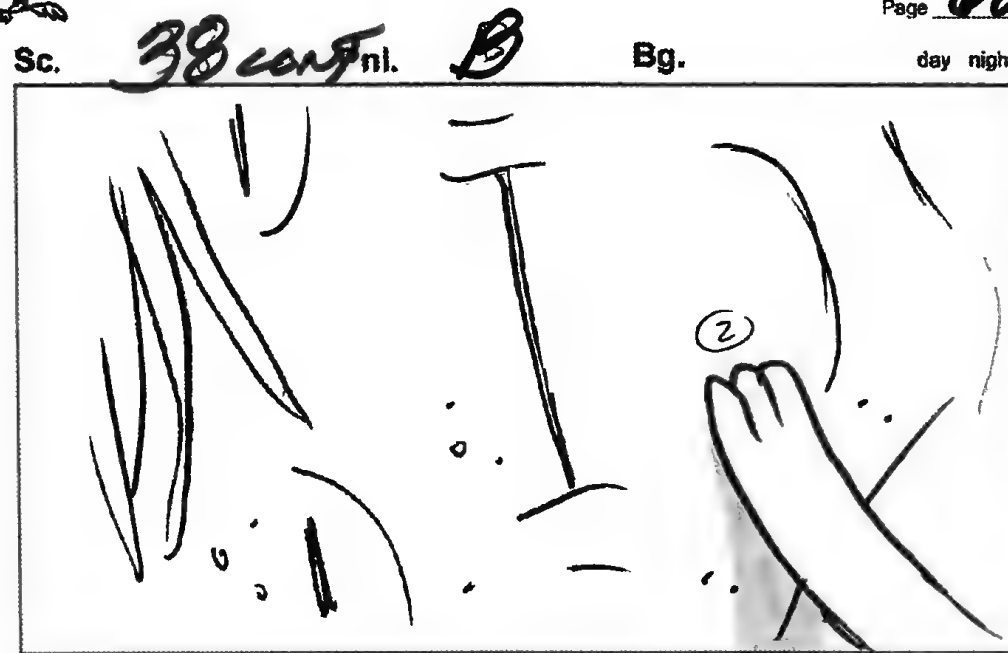
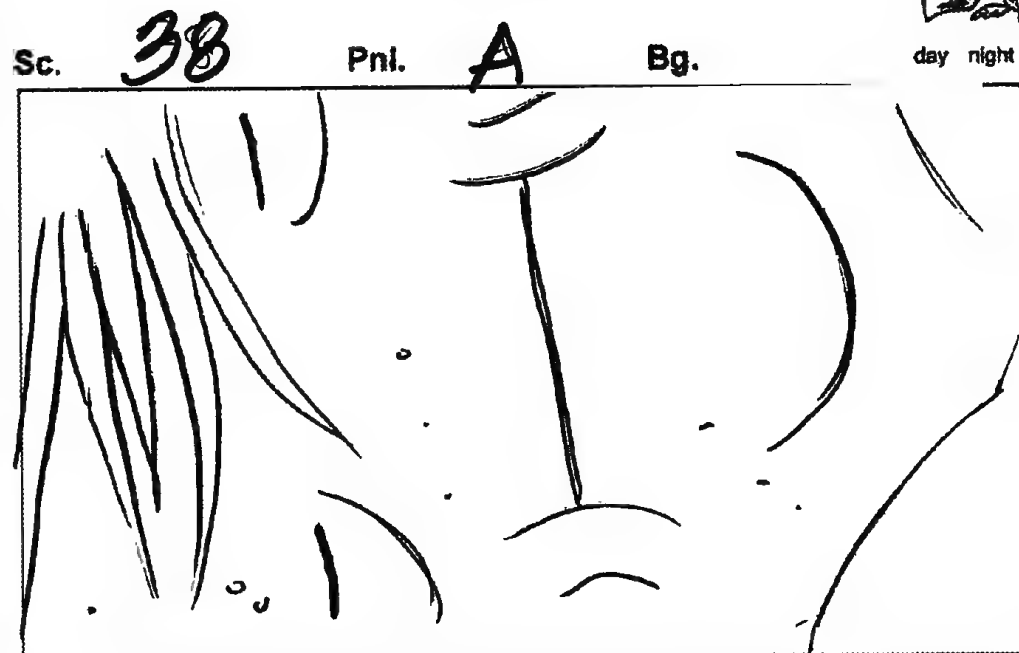
1042 248

1042 248

# ADVENTURE TIME



Page **62**



Dialog:

**(F:) Susan ?**

Action:

- F. GENTLY  
TOUCHES  
SUSAN'S FACE.

Timing:

FEB 25 2016

EPISODE # 1042-248

Production :

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1042 248

1042 248

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1042 248

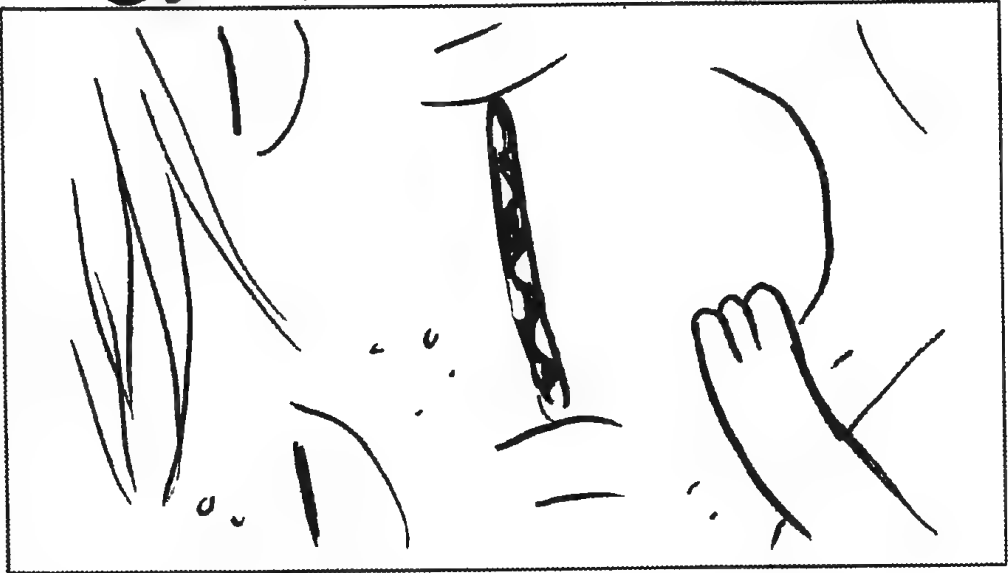
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ADVENTURE TIME



Page 63

Sc. 38 cont Pnl. 2 Bg. day night



Sc. 39 Pnl. A Bg. day night



Dialog:	<u>SUSAN:</u> oww... - no touch...	<u>FINN</u> Oh, sorry -
		<u>GF:</u> *GASP*
Action:	- GF REACTS TO SUSAN'S REACTION	
Timing:		

FEB 25 2016

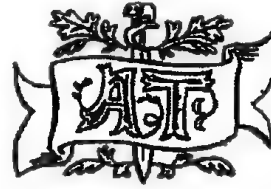
EPISODE # 1042-248

Production :

1042 248

1042 248

# ADVENTURE TIME



Sc. **40** Pnl. **A** Bg. day night



Sc. **40 CONT** Pnl. **B** Bg. day night Page **64**



Dialog:

SUSAN: :: GROOANN... ::

Action:

- GF HOPS UP  
ONTO SUSAN.

Timing:



GRASS FINN  
TRANSFORMATION  
IS COMPLETE  
NOW.

FEB 25 2018

EPISODE # 1042-248

PRODUCTION :



# ADVENTURE TIME

Sc.

40 cont Pnl. C

Bg.

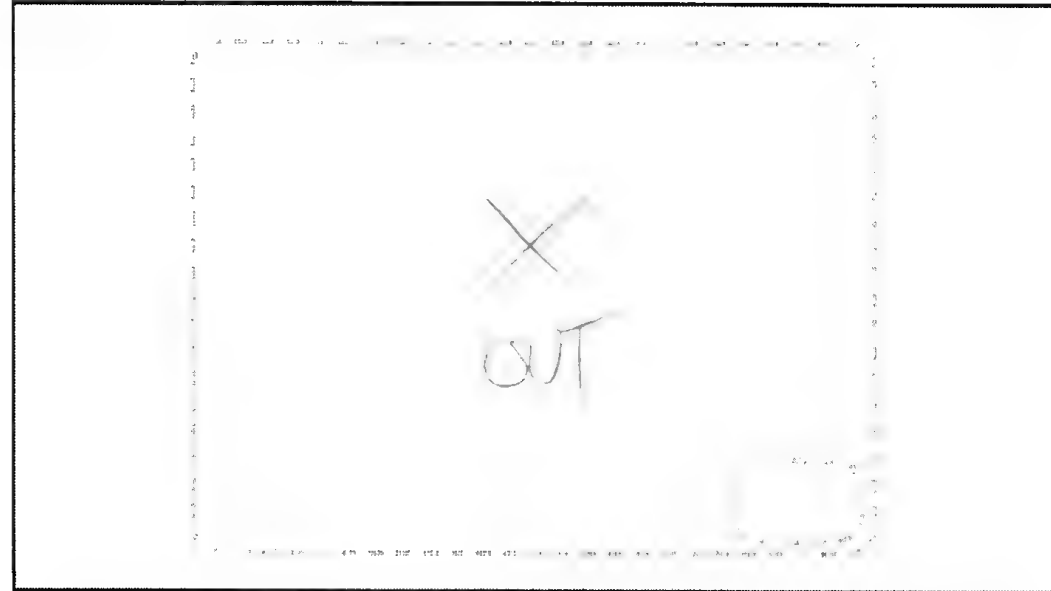
day night

Sc.

Pnl.

Bg.

Page 65  
day night



Dialog:

overlap < (SUSAN) → \* ... groan trails off \*  
(GF) YOU KEEP YOUR HANDS OFFA  
MY FRIEND !!

Action:

Timing:

FEB 25 2016

EPISODE # 1042-248

Production :

1042 248

# ADVENTURE TIME

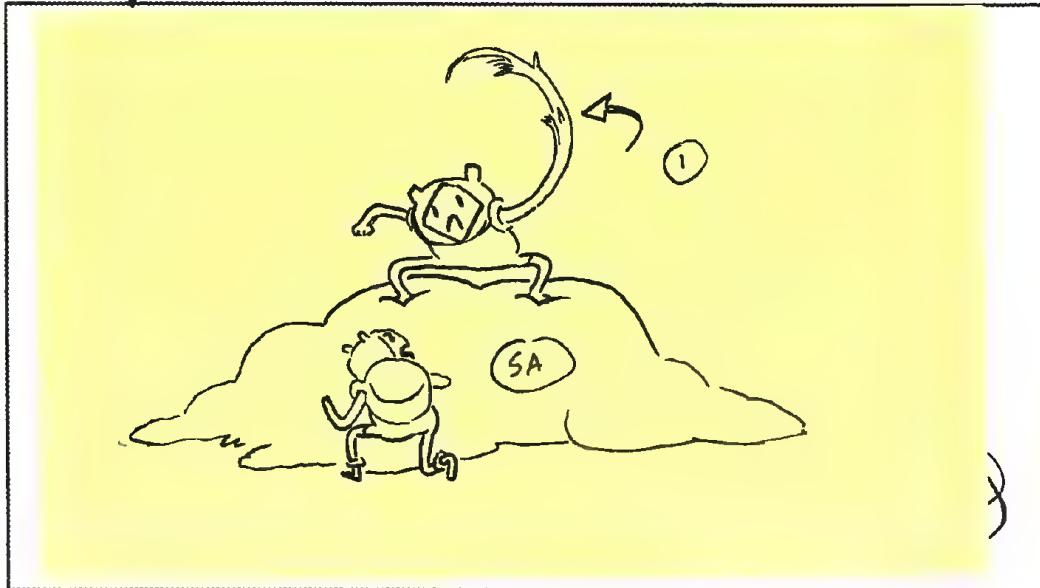


Page **66**

Sc. **40 cont** Pnl. **D** Bg. day night



Sc. **40 cont** Pnl. **E** Bg. day night



Dialog:

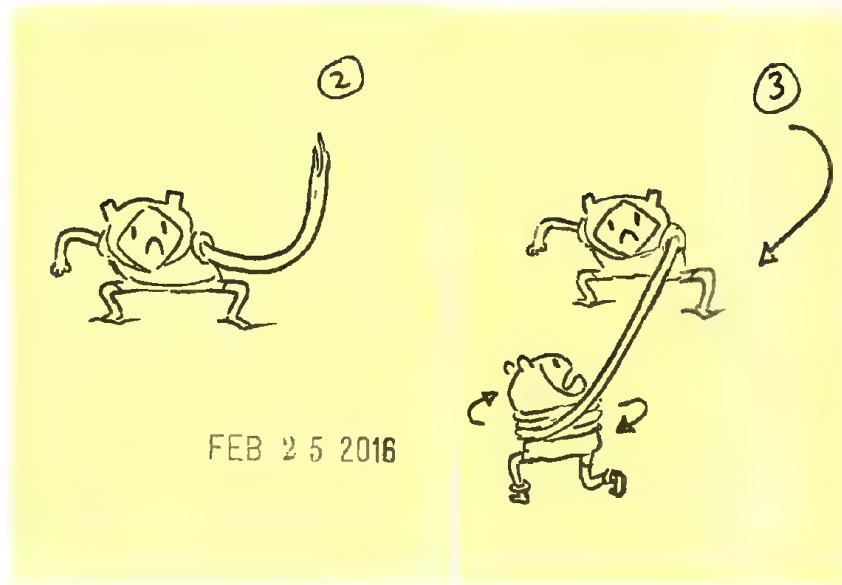
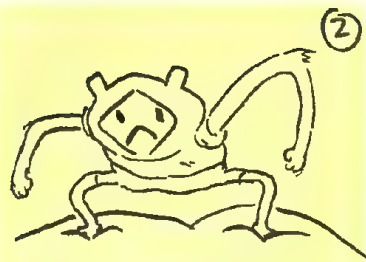
(F: (annoyed))  
WHAT ARE YOU ON  
ABOUT--AH!!

Action:

-GF FORMS ARM INTO  
TENDRIL THAT WHIPS  
AROUND FINN.

Timing:

(SFX) WHIPISH ⚡



EPISODE # 1042-248

Production :

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40 CONF Pnl.

F

**Bg.**

**day night**

**Sc.**

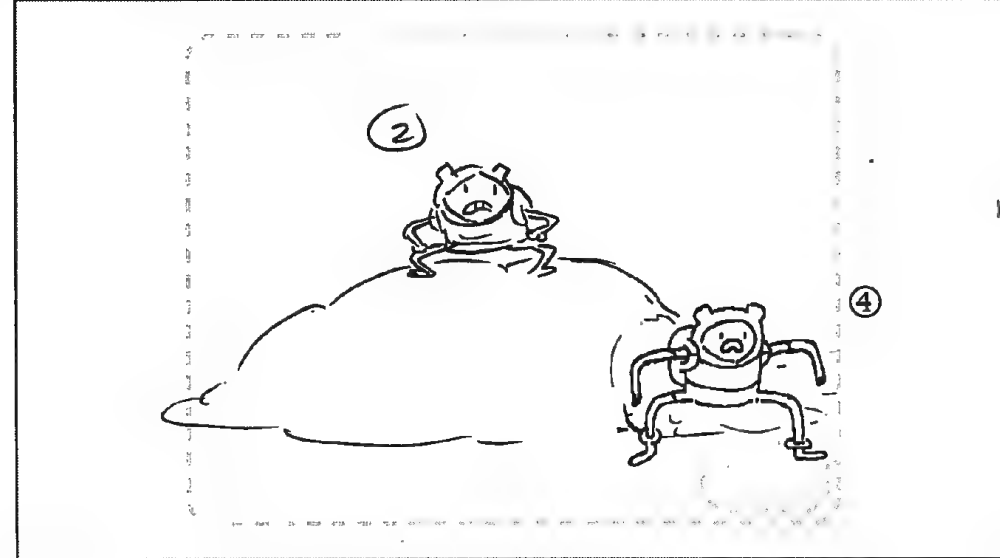
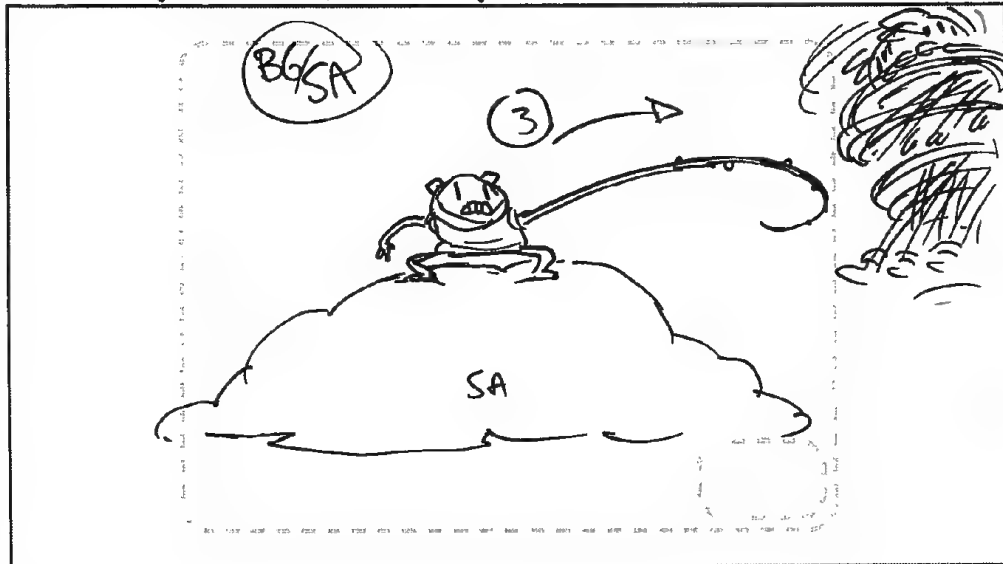
40 cont Pnl.

**Pnl.**

G

**Bg.**

**day night**



EPISODE # 1042-248

**Dialog:**

(FINN) Wh<sup>22</sup>, , , , , , , , , →

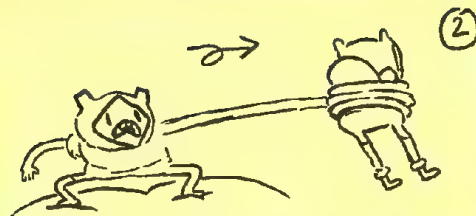
FINN DS OOF!

**Action:**

- G.F. SPINS FINN OFF/S.

- G.F. RETRACTS ARM.

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**Timing:**

**Production :**

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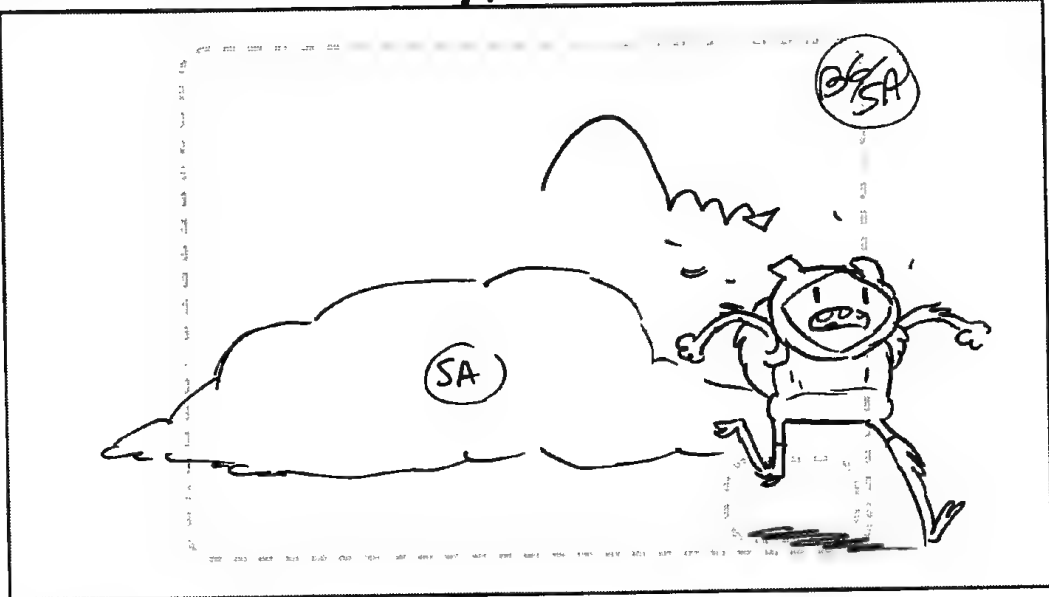
1042 248

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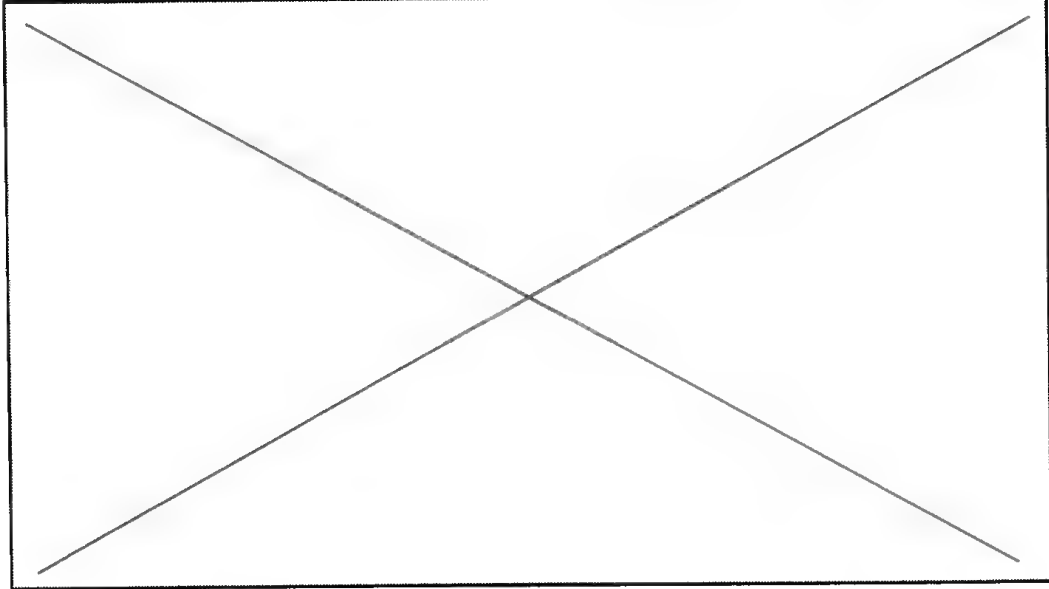
ADVENTURE TIME



Sc. 40 cont Pnl. H Bg. day night



Sc. Pnl. Bg. day night



Dialog: (G.F.) DON'T WORRY SUSAN!!

Action: - G.F. HOPS OFF SUSAN AND RUNS OFF/S.

Timing:

FEB 2 5 2016

EPISODE # 1042-248

Production :

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# ADVENTURE TIME



Page **69**  
day night

Sc.

**40 cont Pnl. I**

Bg.

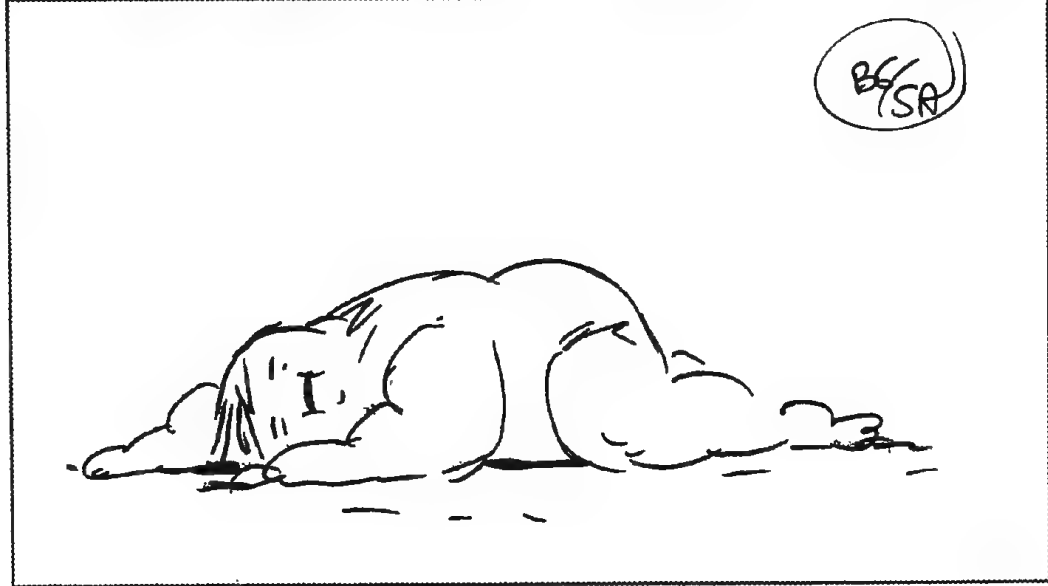
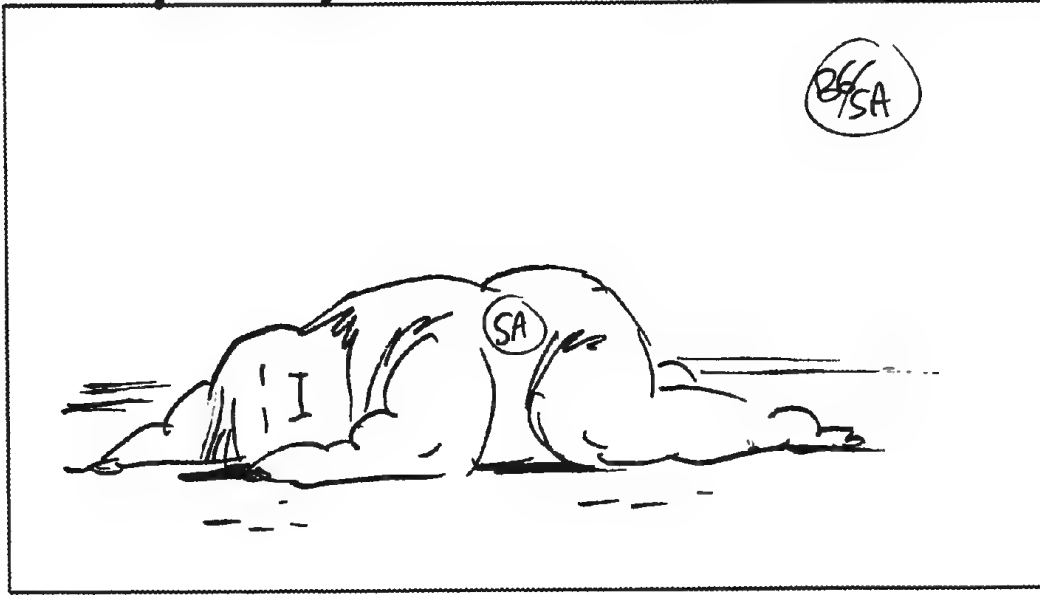
day night

Sc.

**40 cont Pnl. J**

Bg.

day night



Dialog:

**GF**  
**FINN**

(FIGHTING NOISES)  
YAAHH! OOF  
POW!  
GRAT! OW!  
SLAM

Action:

Timing:

SEX: (FIGHTING)

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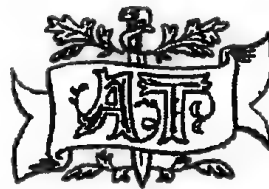
EPISODE # 1042-248

Production :

1042 248

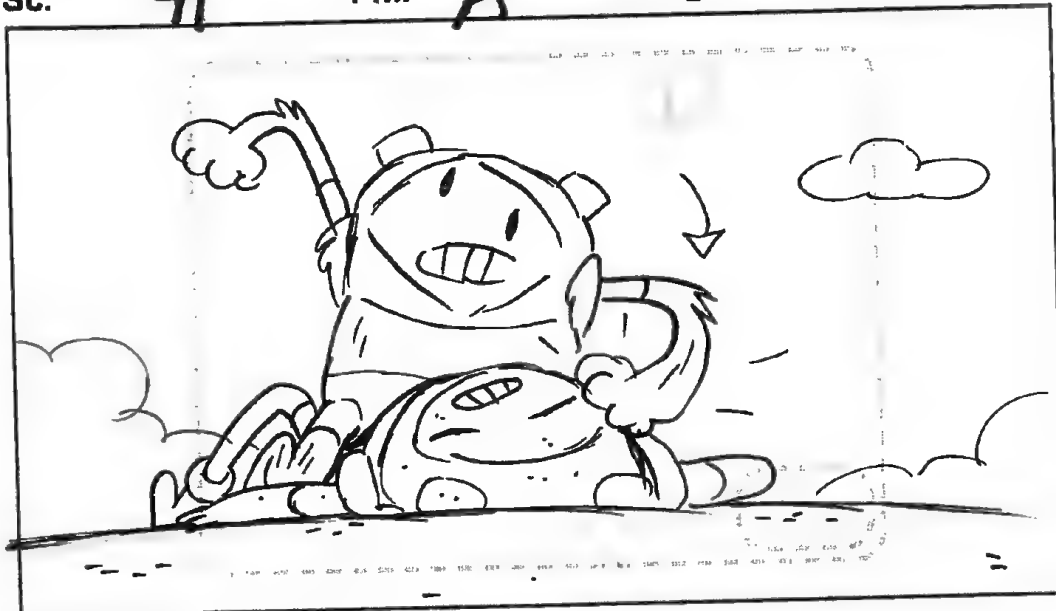
1042 248

# ADVENTURE TIME

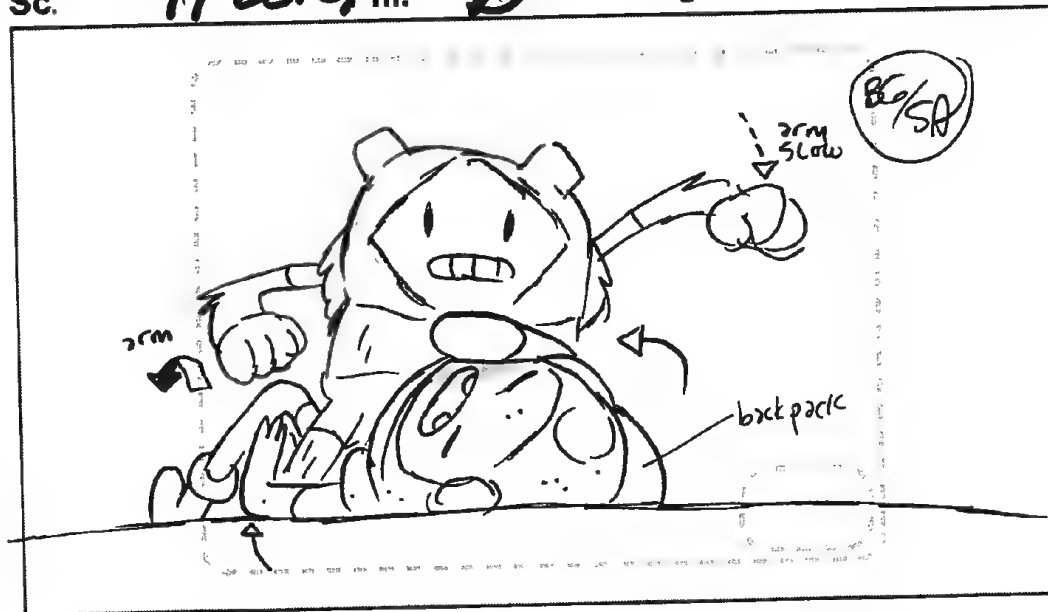


Page **70**

Sc. **41** Pnl. **A** Bg. day night



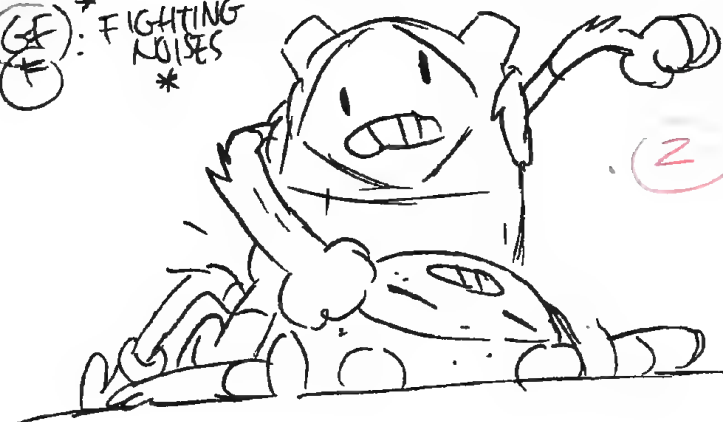
Sc. **41 cont.** Pnl. **B** Bg. day night



Dialog  
(F): \* FIGHTING NOISES \*

Action

Timing



(A)(B)(A)(B) → (C)

(F) ALRIGHT! ALRIGHT!  
ENOUGH! →

- FINN SHIELDS HIS  
FACE W/ ARM. FEB 25 2016

Production :

EPISODE # 1042-248

1042 248

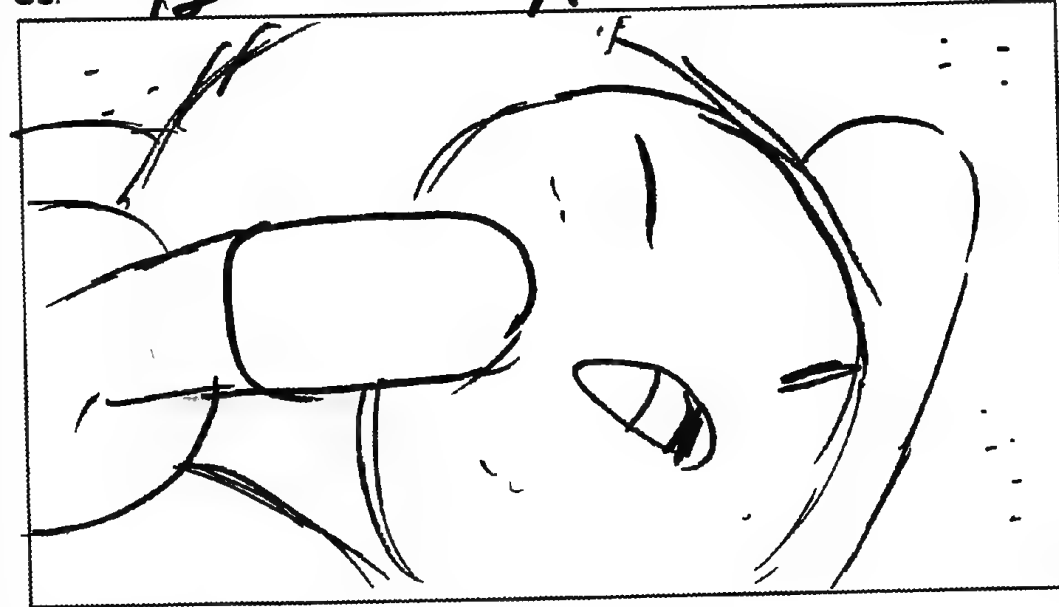
1042 248

# ADVENTURE TIME

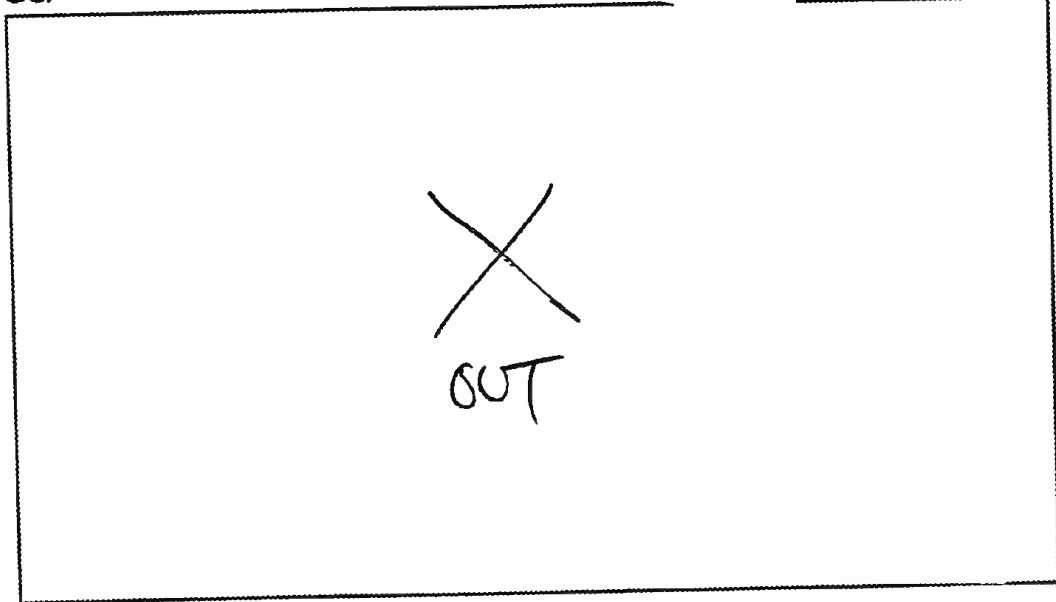


Page 71

Sc. 42 Pnl. A Bg. \_\_\_\_\_ day night



Sc. \_\_\_\_\_ Pnl. \_\_\_\_\_ day night



Dialog:

(F) → TRUCE  
TRUCE!  
ARGH!

Action:

Timing:

FEB 25 2016

EPISODE # 1042-248

Production :

1042 248

1042 248

1042 248

1042 248

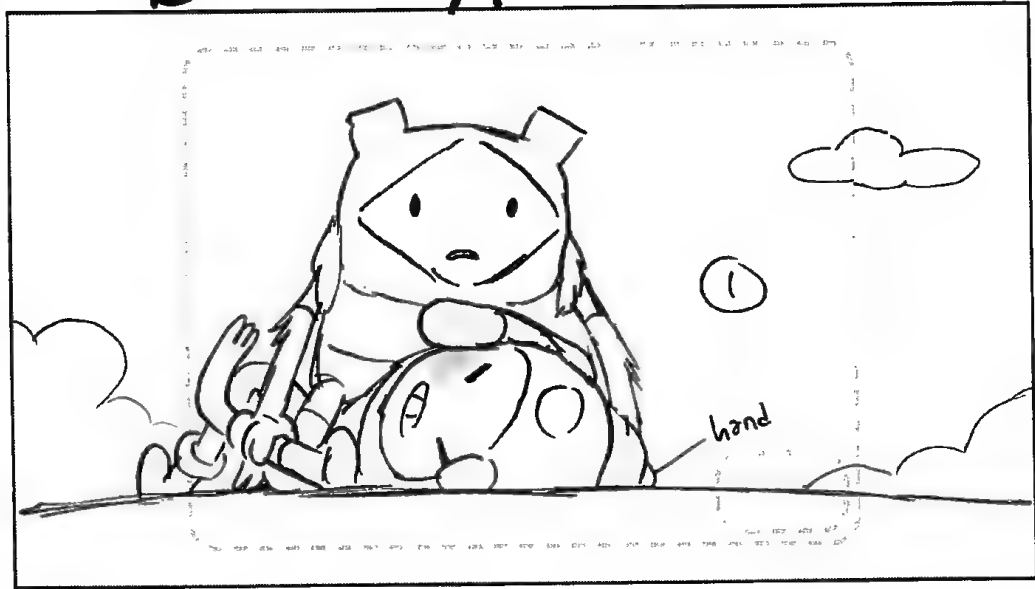
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ADVENTURE TIME

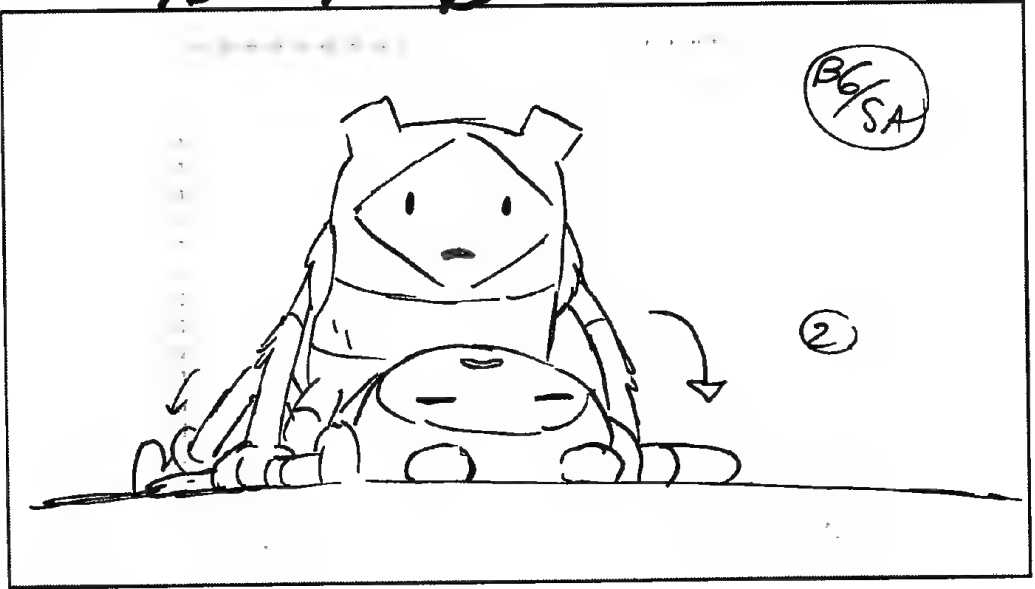


Page 72

Sc. 4B Pnl. A Bg. day night



Sc. 4B cont Pnl. B Bg. day night



Dialog:	GF: * PANTING * → FINN: * PANTING * →
Action:	- FINN FLOPS HIS ARMS BACK. FEB 25 2016
Timing:	

EPISODE # 1042-248 Production :

1042 248

1042 248

# ADVENTURE TIME



Page **73**

Sc.

**4B cont** Pnl. **C**

Bg.

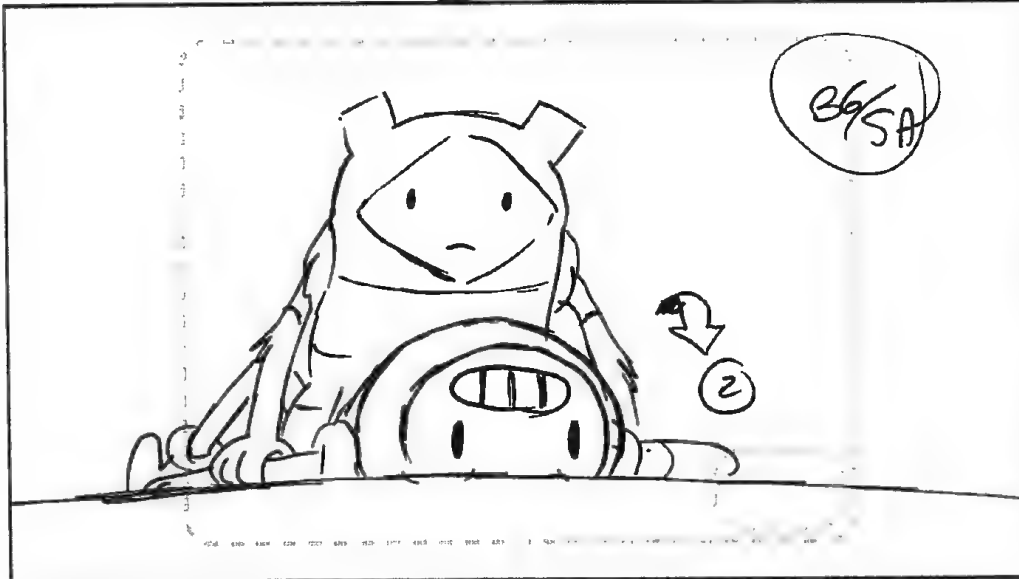
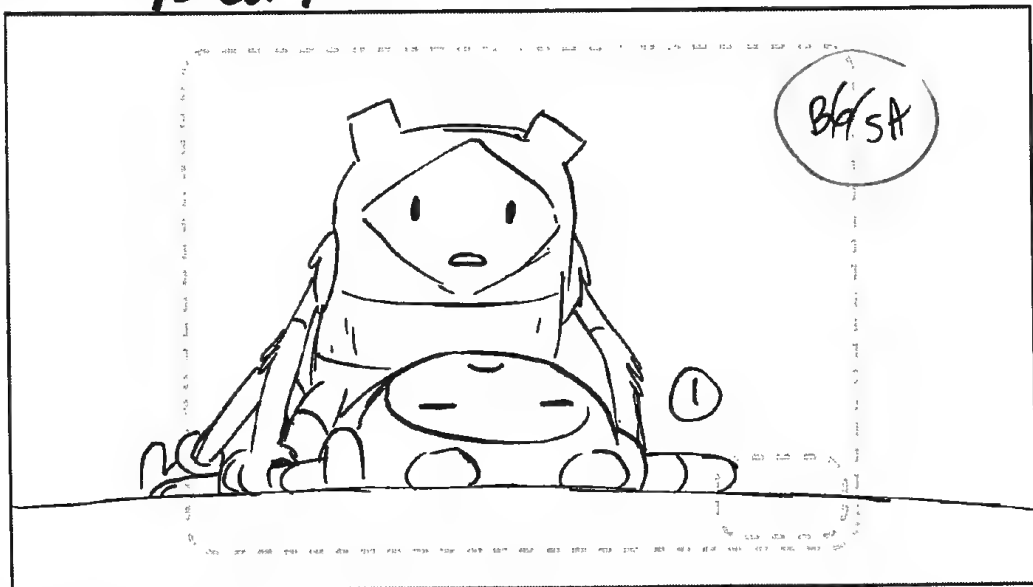
day night

Sc.

**4B cont** Pnl. **D**

Bg.

day night

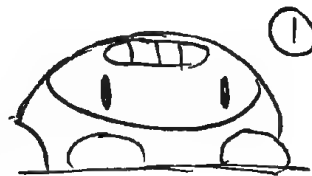


Dialog:

**(GF)** ① sorry dawg, but I can't let you ② hurt Susan.

**(F)** RRRRR  
① ————— ② —————>

Action:



FEB 25 2016

Timing:

1042-248

EPISODE #

1042 248

Production :

1042 248



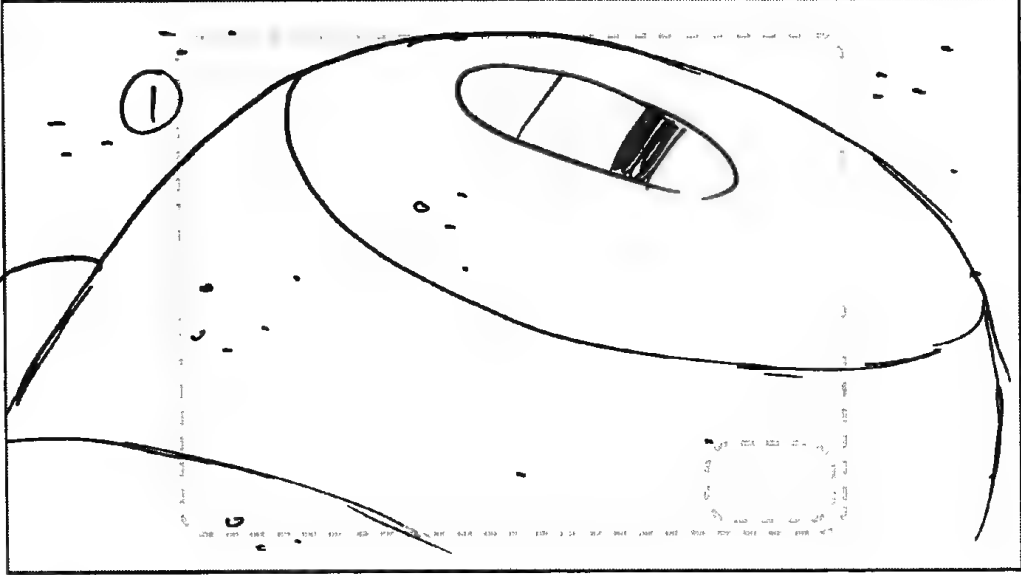
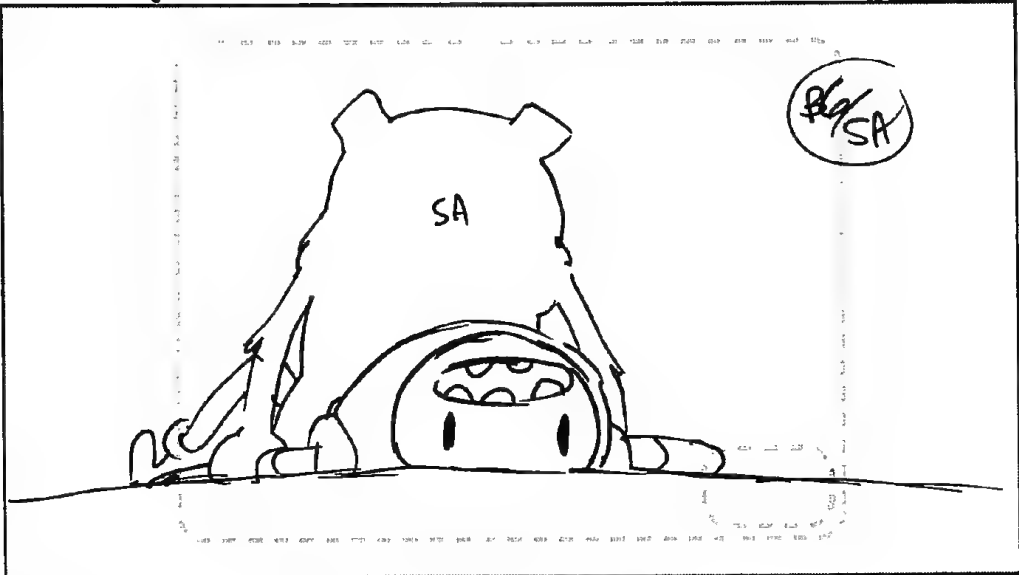
1042 248

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ADVENTURE TIME



Sc. **43 cont** Pnl. **E** Bg. day night Sc. **44** Pnl. **A** Bg. day night Page **74**



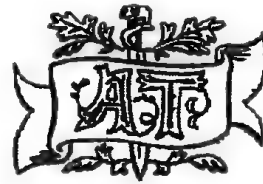
Dialog:	(F:) I WASN'T GONNA HURT HER!!
Action:	
Timing:	FEB 25 2016

EPISODE # 1042-248 Production :

1042 248

1042 248

# ADVENTURE TIME

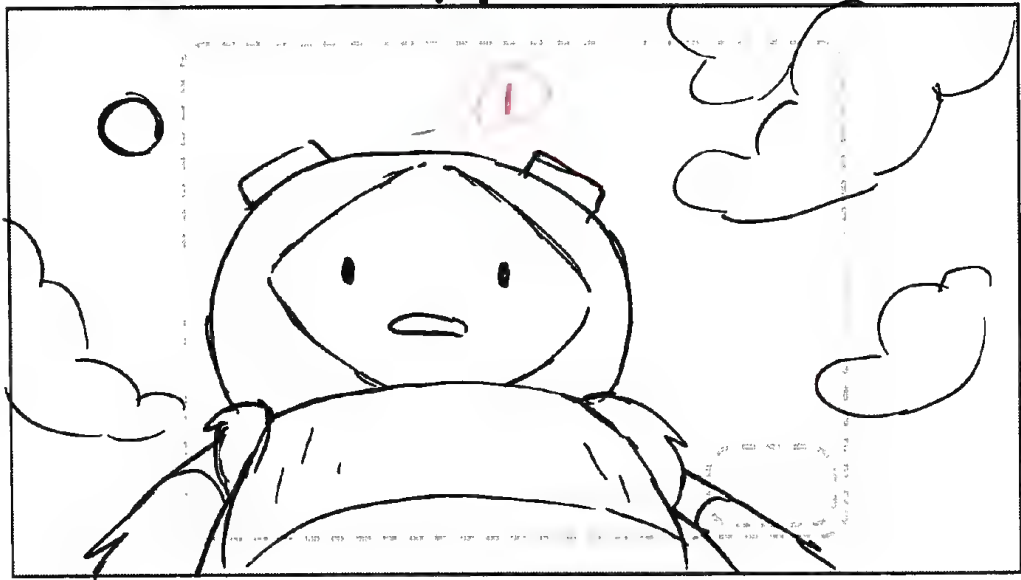


Page **75**

Sc. **44 cont** Pnl. **B** Bg. day night



Sc. **45** Pnl. **A** Bg. day night



EPISODE # 1042-248

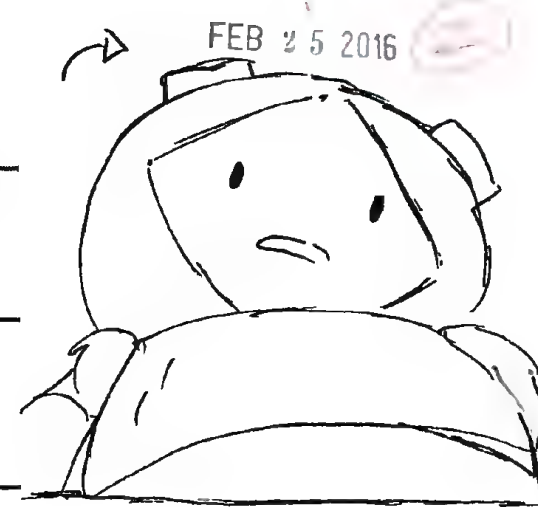
Dialog:  
**(F:) I WAS PROTECTING HER FROM YOU !!**

Action:  
 - F. TILTS HEAD FORWARD.

Timing:

**(GF) Me?? But...**  
**(A) (B)**

- FINN P.O.V.  
 - G.F. TILTS HEAD.



1042 248

1042 248

# ADVENTURE TIME

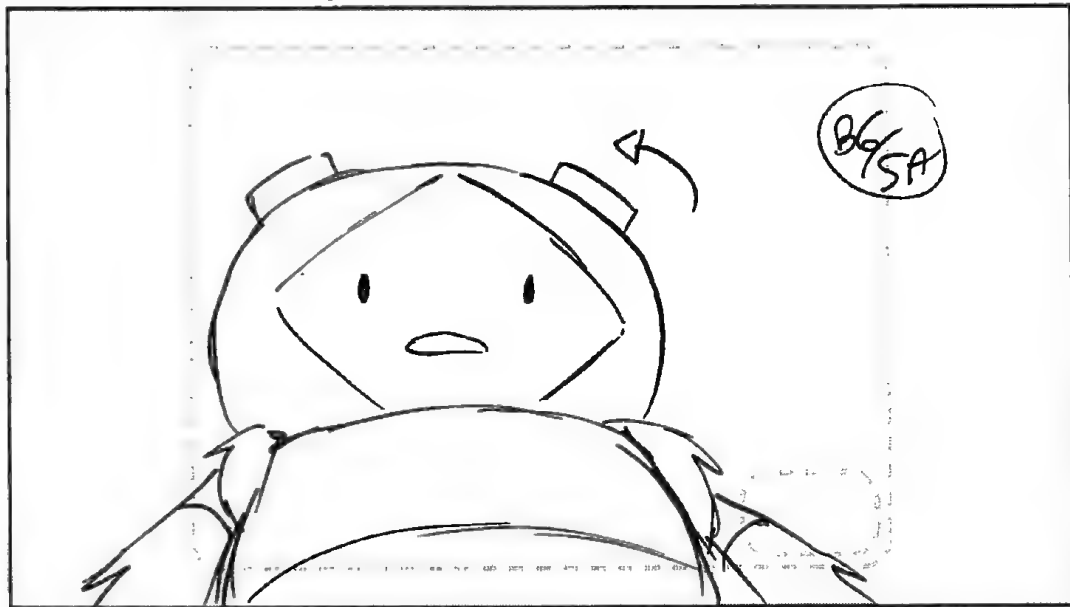


Sc.

**45 cont** Pnl. **B**

Bg.

day night



Sc.

**45 cont** Pnl. **C**

Bg.

day night



Dialog:

(GF:) → I'm Finn Mertens, man →

(GF:) → ① I'm 100% hero -  
② everyone knows that.

Action:

- G.F. TILTS HEAD BACK.

- GF GESTURES TOWARDS HIMSELF

Timing:



FEB 25 2016

Production :

EPISODE # 1042-248

1042 248

# ADVENTURE TIME



Page 77

Sc. 46 Pnl. A Bg. day night



Sc. 47 Pnl. A Bg. day night



Dialog: (F:) What?? I'M Finn Mertens!

Action:

Timing:

(F:) = TUT-TUT-TUT =

FEB 25 2016



EPISODE # 1042-248

Production :

- GF SHAKES HIS HEAD SLOWLY.

1042 248

1042 248

1042 248

ADVENTURE TIME

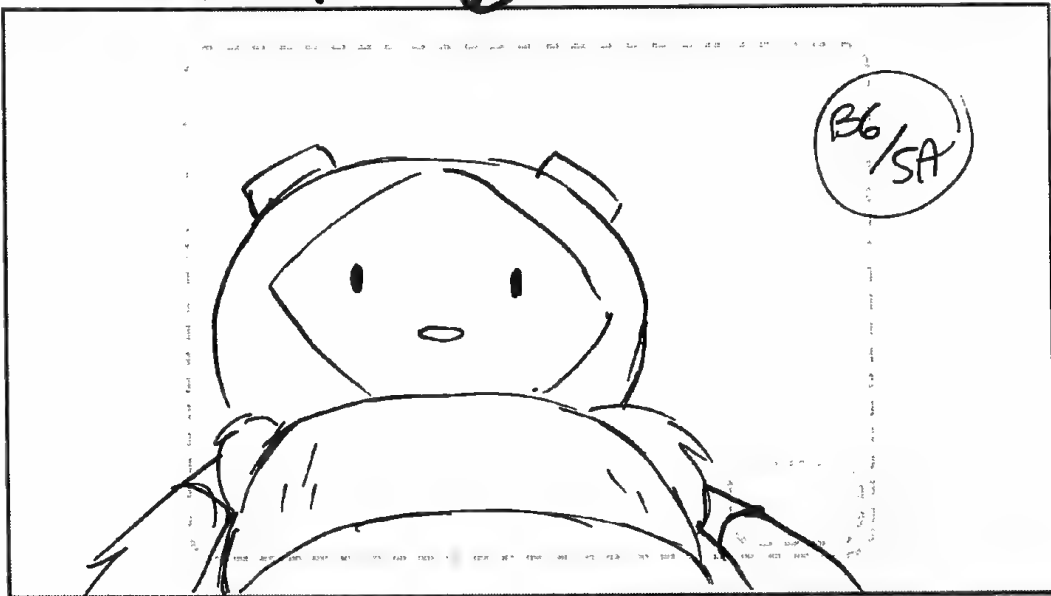


Sc.

47 cont Pnl. B

Bg.

day night

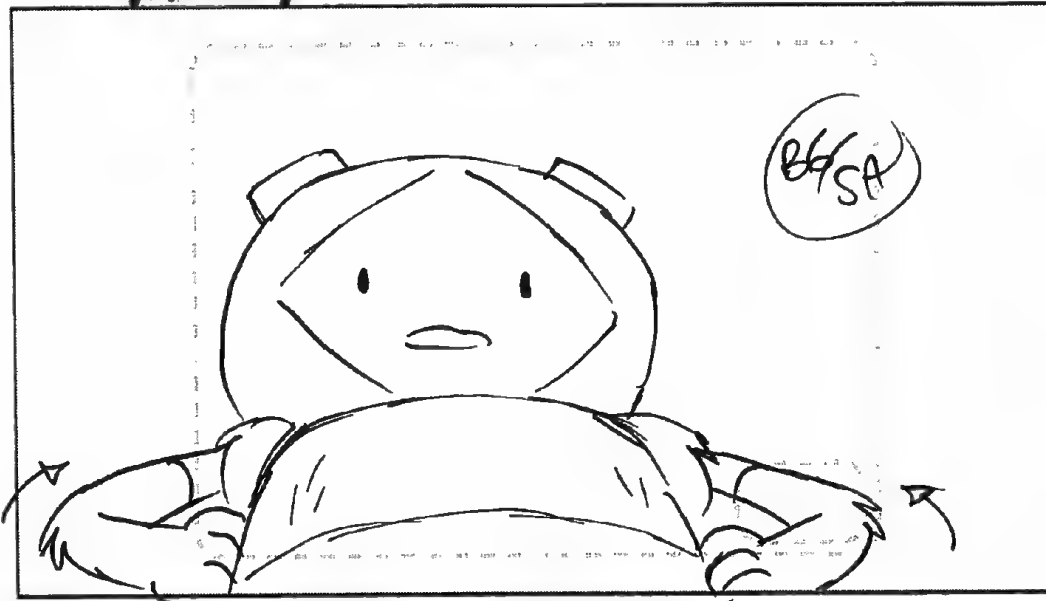


Sc.

47 cont Pnl. C

Bg.

day night



Dialog:

(GF) → Sorry man, →

(GF) I mean, I'm flattered -  
but ... c'mon.

Action:

- GF PUTS FISTS ON HIPS.

FEB 25 2016

Timing:

EPISODE # 1042-248

Production :

# ADVENTURE TIME



Page **79**

Sc.

**47 cont** Pnl. **D**

Bg.

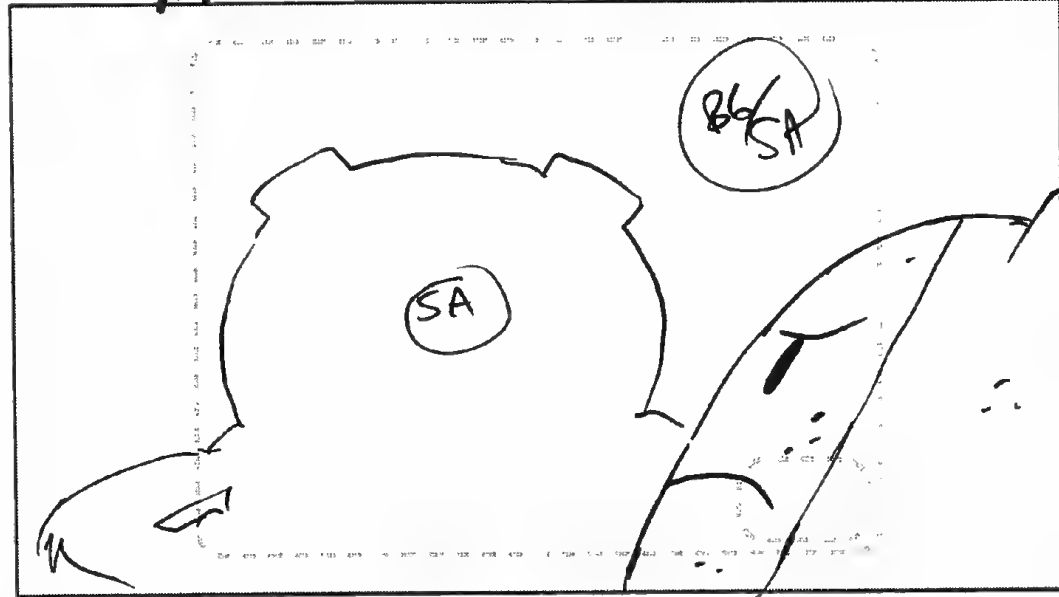
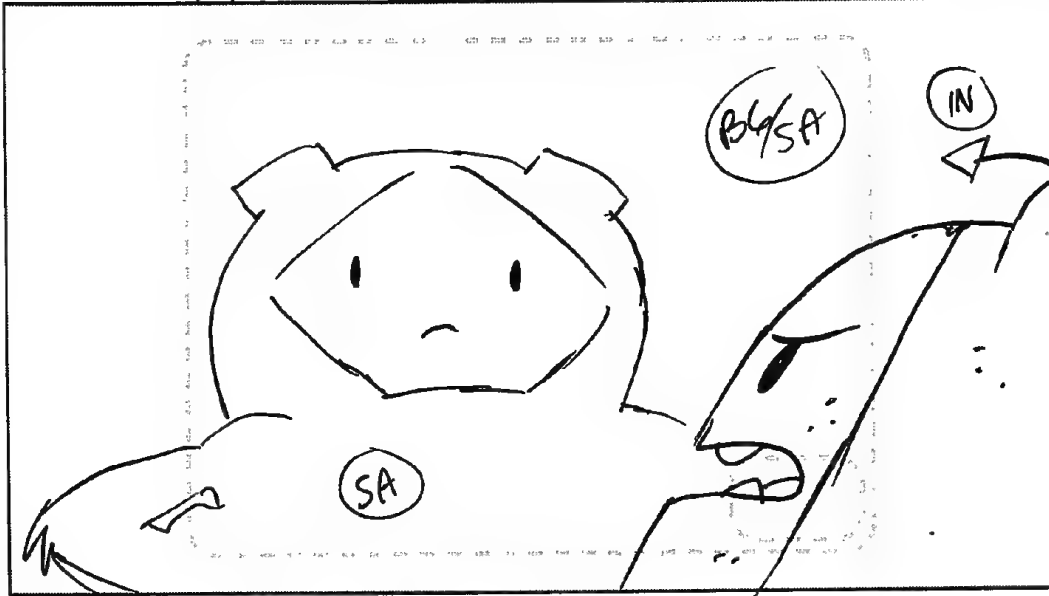
day night

Sc.

**47 cont** Pnl. **E**

Bg.

day night



Dialog:

**(F:) NO YOU C'MON!!**

**(JAKE) (OS) [concerned, about to come to the rescue]**  
**FINN!**

Action:

- F. RAISES HEAD ON/S QUICKLY.

FEB 25 2016

Timing:

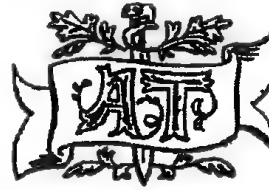
EPISODE # 1042-248

Production :

1042 248

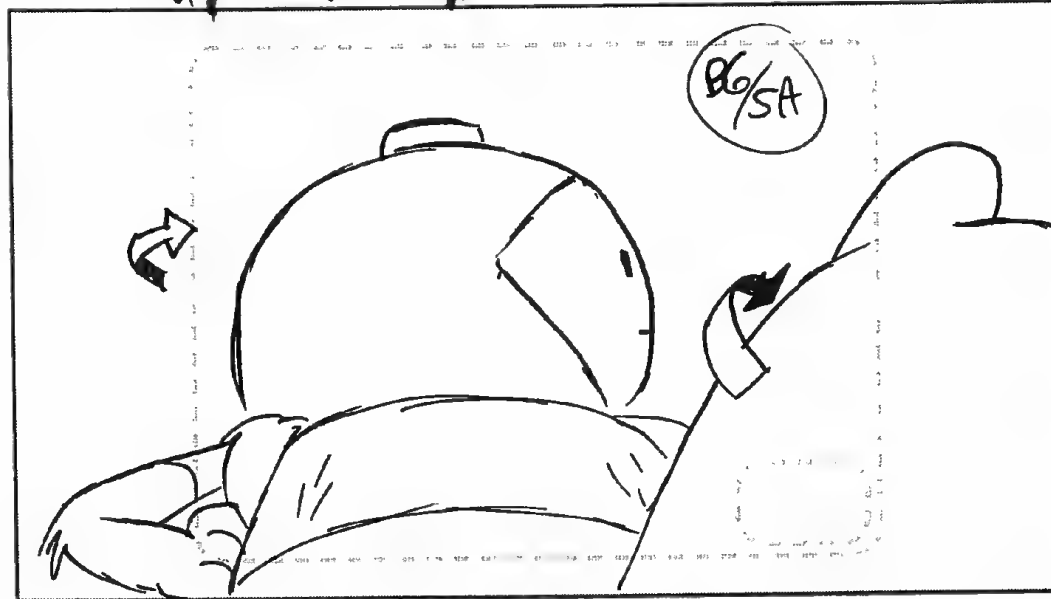
1042 248

# ADVENTURE TIME

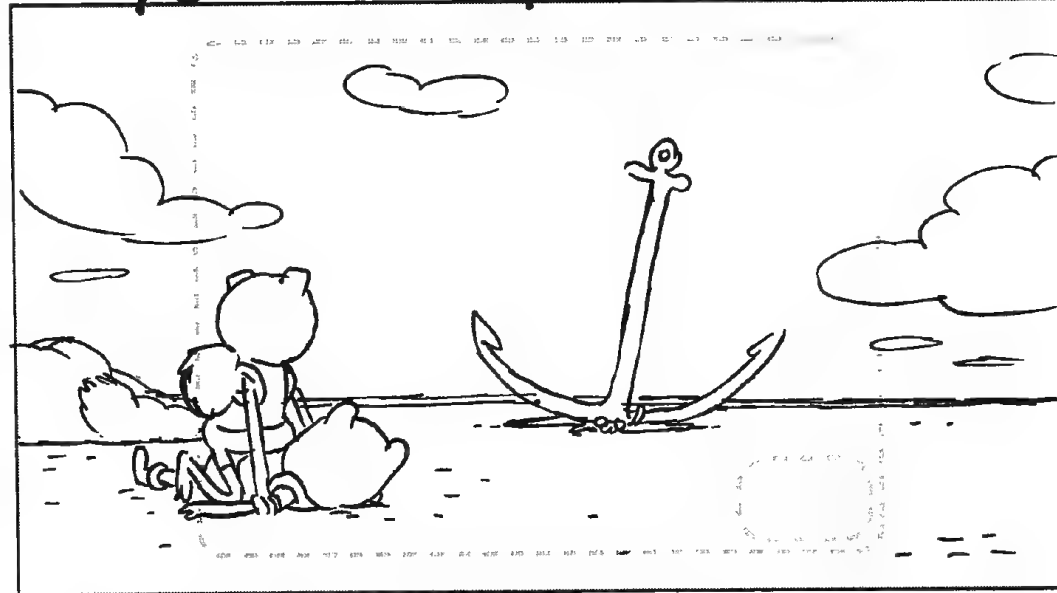


Page **80**

Sc. **47 CONT** Pnl. **F** Bg. day night



Sc. **48** Pnl. **A** Bg. day night

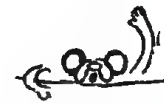


Dialog:

**JAKE:** Hold on buddy, I'm comin'!

Action:

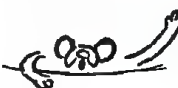
- F + GF TURN TO LOOK SIMULTANEOUSLY.



1

- J. IS STILL TRAPPED UNDERNEATH ANCHOR.

FEB 25 2016



2

Timing:

EPISODE # 1042-248

Production :

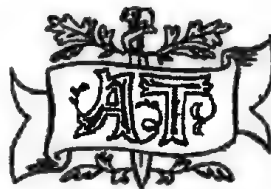
1042 248

1042 248

1042 248

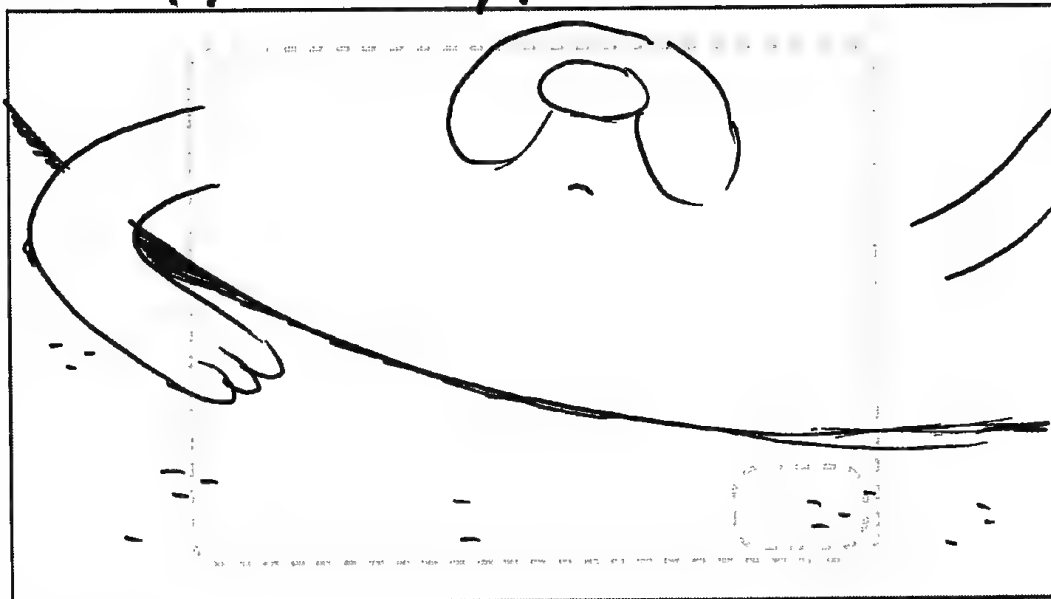


# ADVENTURE TIME

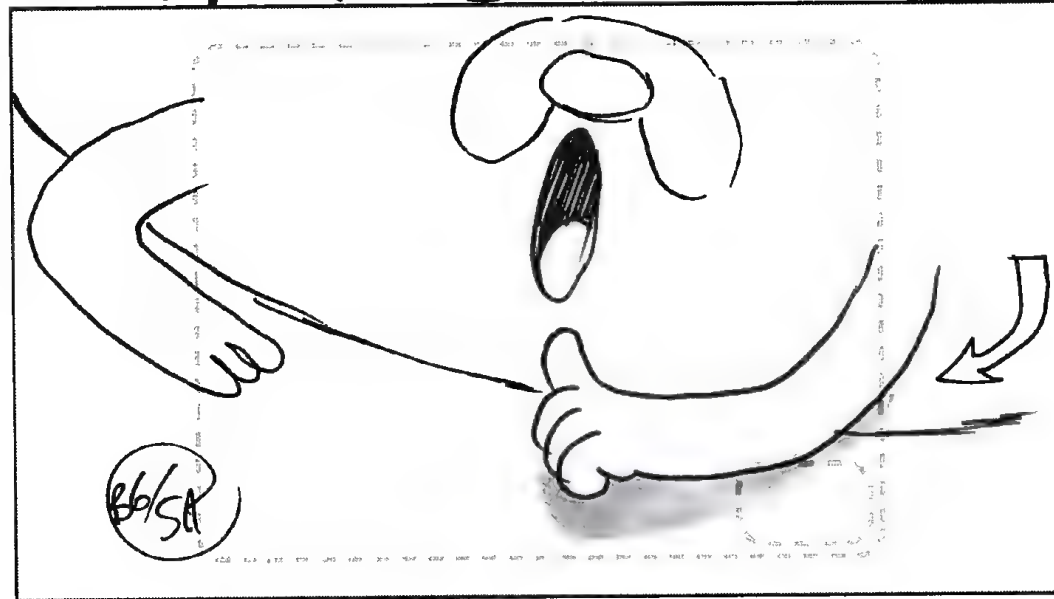


Page **81**

Sc. **49** Pnl. **A** Bg. day night



Sc. **49 cont** Pnl. **B** Bg. day night



Dialog:

**JAKE: \* BIG INHALE \***

Action:

FEB 25 2016

Timing:

EPISODE # 1042-248

Production :

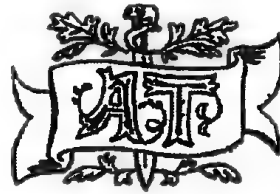
1042 248

1042 248

1042 248

1042 248  
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# ADVENTURE TIME



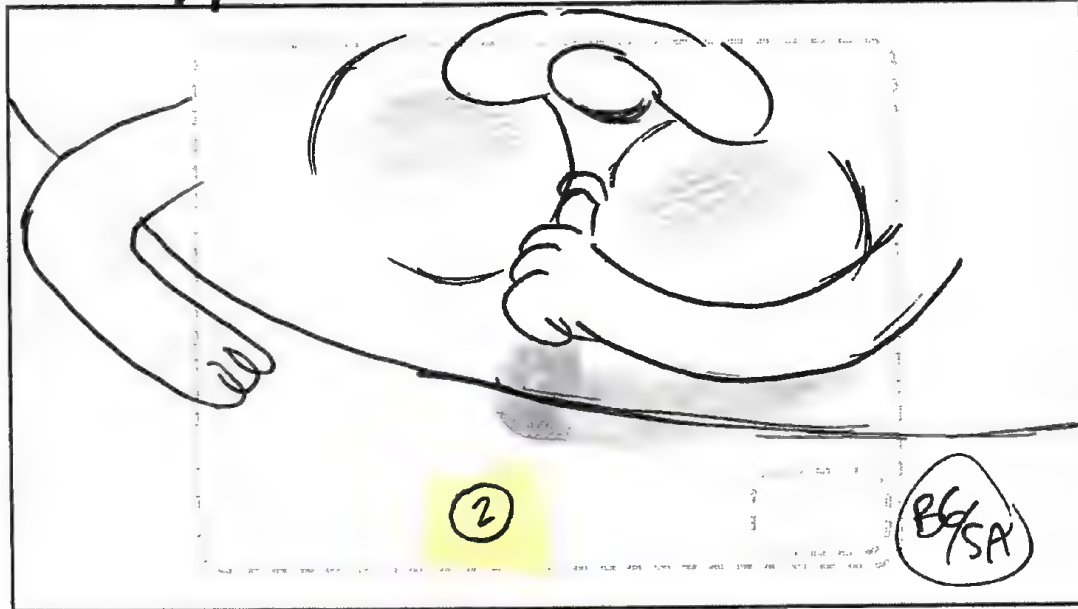
Page **82**

Sc.

**49 cont** Pnl. **C**

Bg.

day night

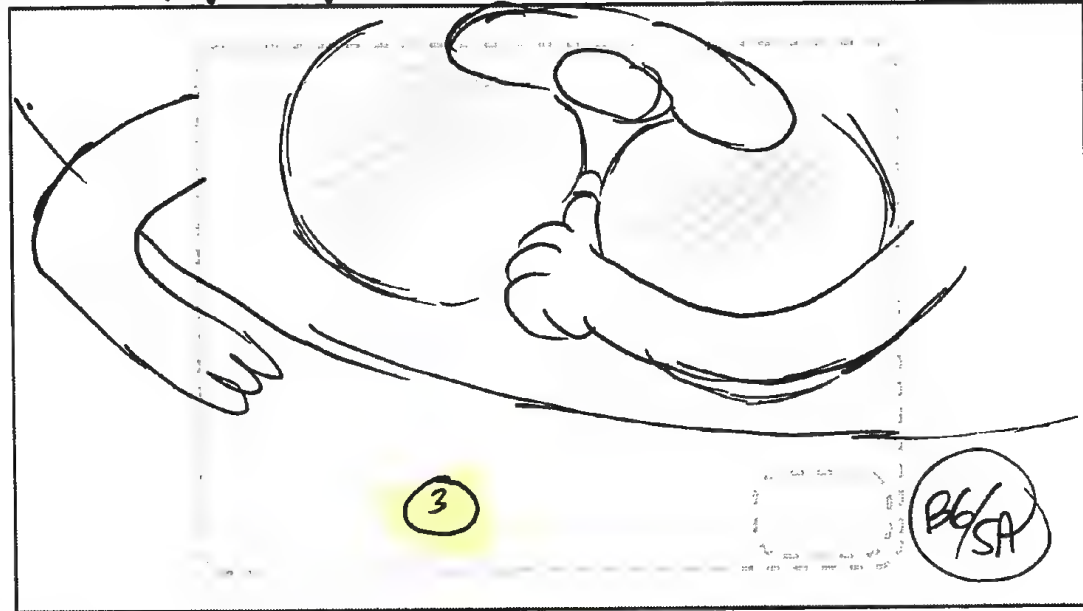


Sc.

**49 cont** Pnl. **D**

Bg.

day night



Dialog:

**JAKE:** \*hmmp\*

Action:



Timing:

①-② cheeks inflate in one quick motion ③ cheeks continue to expand for a beat

1042-248

EPISODE #

1042 248

Production :

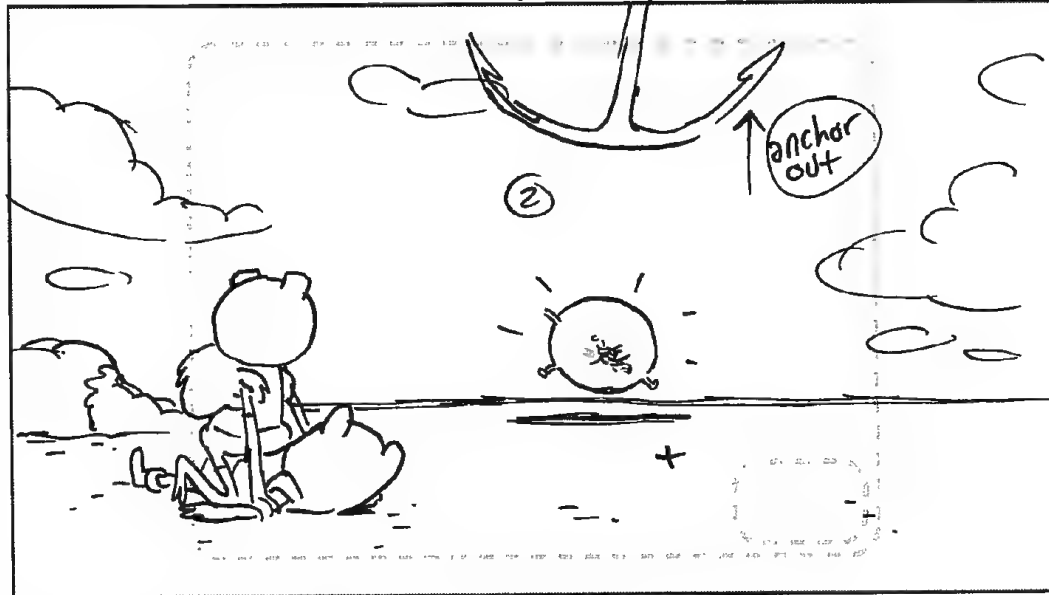
1042 248

# ADVENTURE TIME

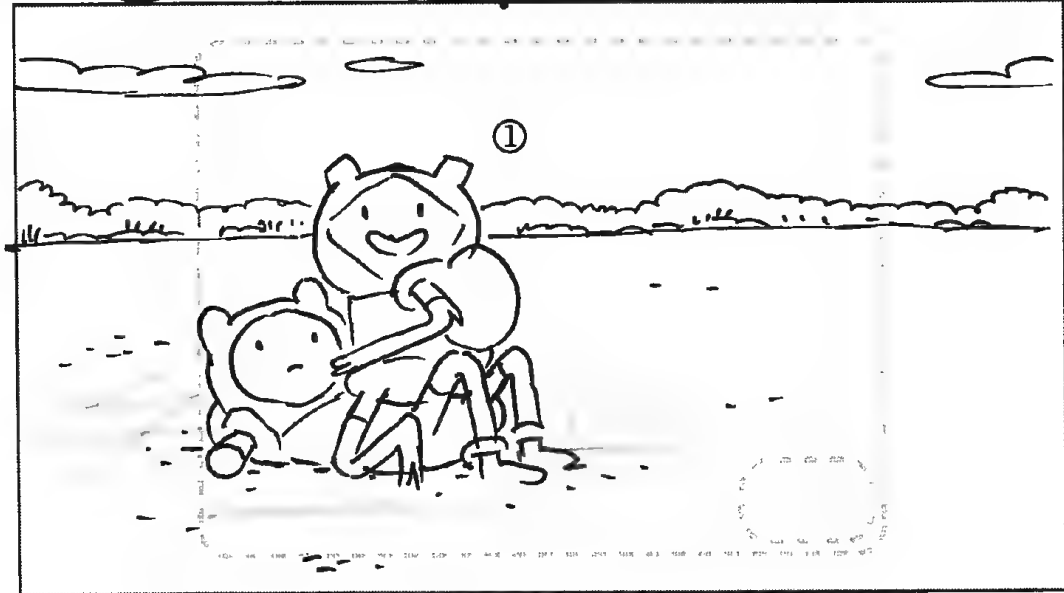


Page **83**

Sc. **50** Pnl. **A** Bg. day night



Sc. **51** Pnl. **A** Bg. day night

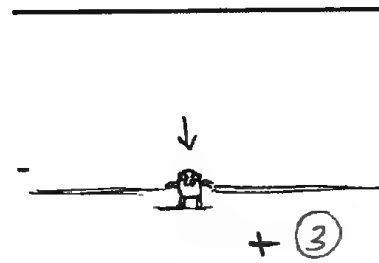
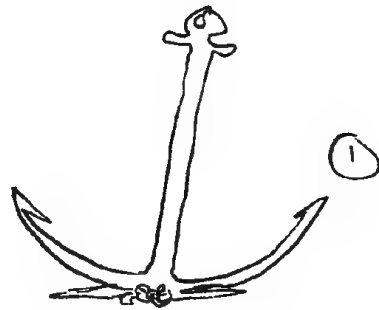


Dialog:

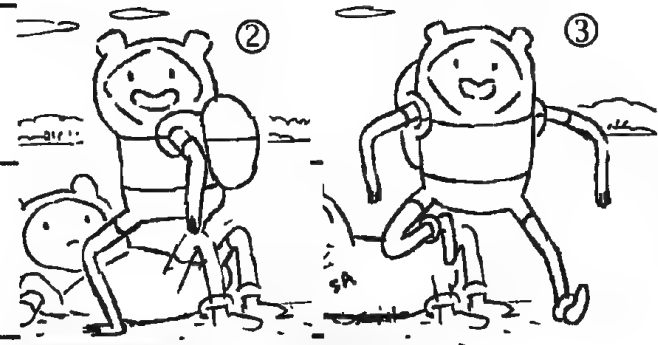
(SFX) \* FMMP! \*

(GF) JAKE! →

FEB 25 2016



- J. EXPANDS EXPLOSIVELY  
LAUNCHING ANCHOR, OFF/S.



Production :

EPISODE # 1042-248



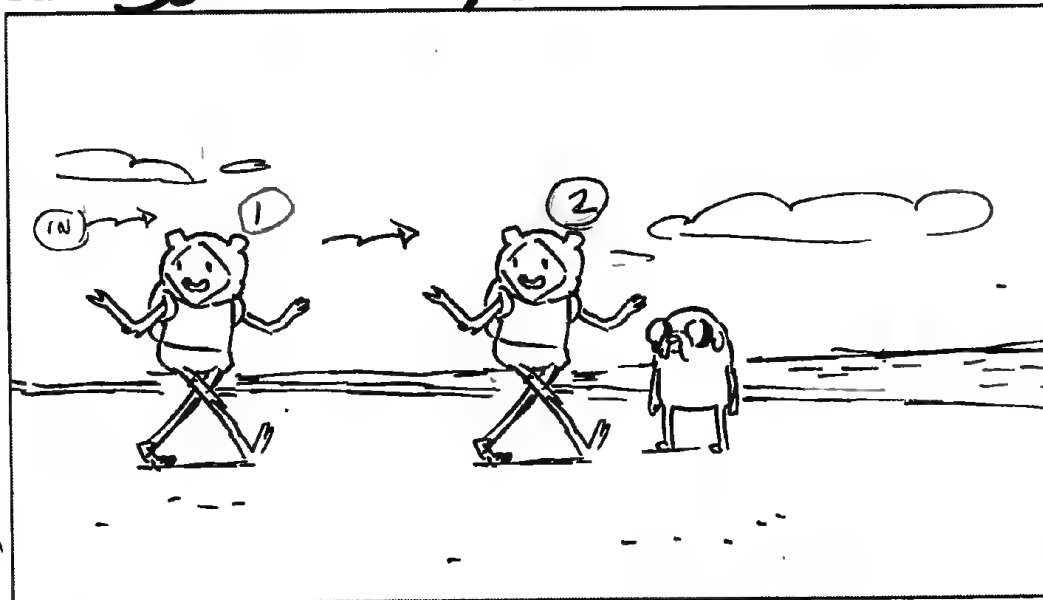
# ADVENTURE TIME

Page 84

Sc. 51 cont Pnl. B Bg. day night



Sc. 52 Pnl. A Bg. day night



Dialog: (GF) → boy am I glad to see you!

(GF) This bozo keeps saying he's me, →

Action: - GF STANDS AND RUNS OFF/S.

- GF WALKS ON/S

FEB 25 2018

Timing:

EPISODE # 1042-248

Production :

1042 248

1042 248

ADVENTURE TIME



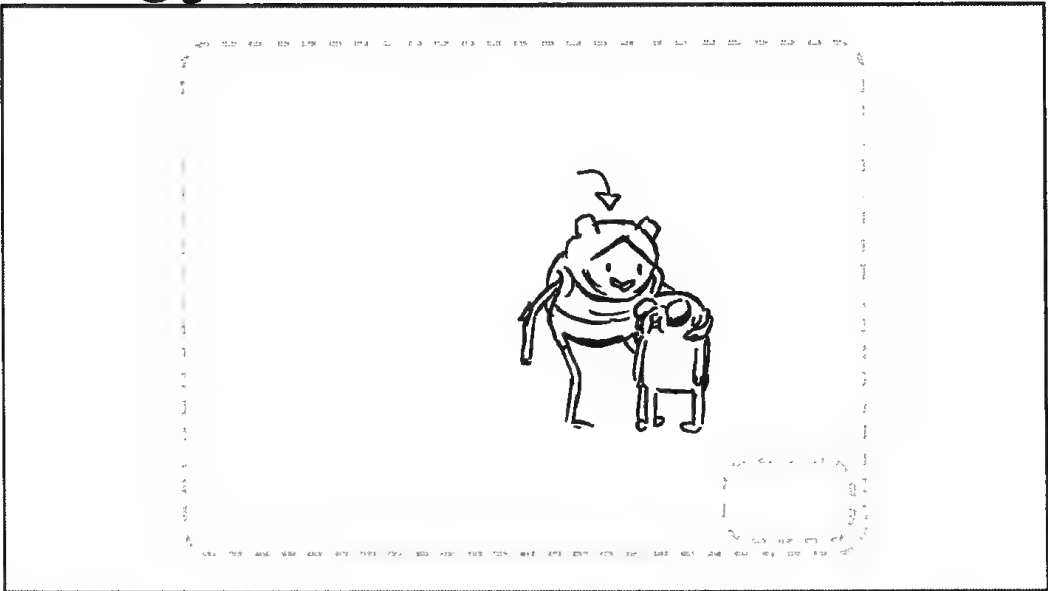
Sc.

52 cont Pnl.

B

Bg.

day night



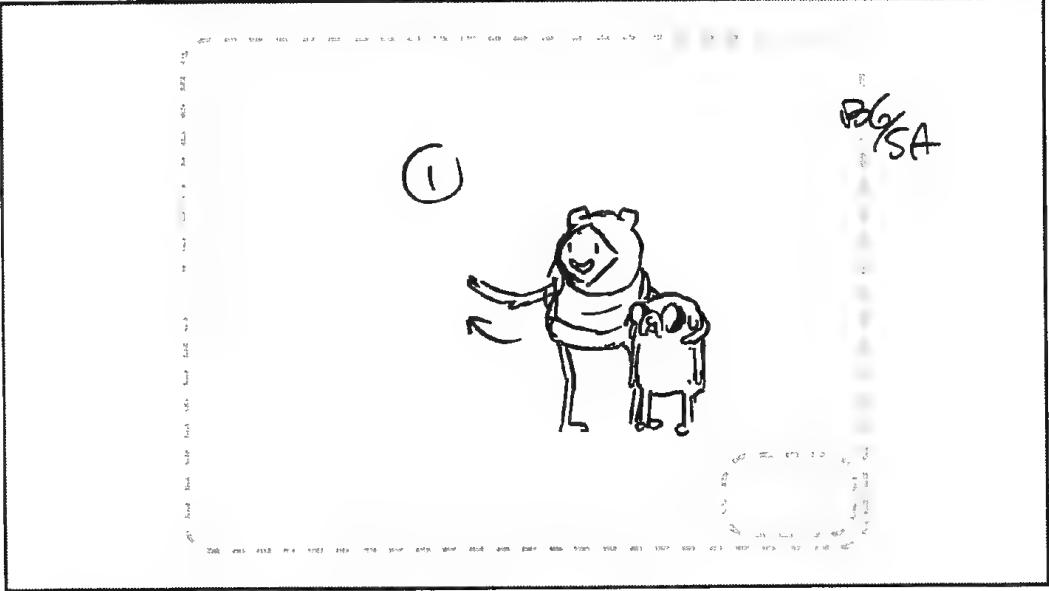
Sc.

52 cont Pnl.

C

Bg.

day night



Page

85

Dialog:

(GF) Why don't you set him straight →

Action:

- G.F. PUTS ARM AROUND JAKE'S

Timing:

(GF) → and tell him who the real Finn is.



- F. WALKS ON/S.

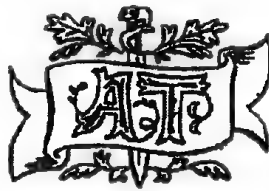
FEB 25 2016

Production :

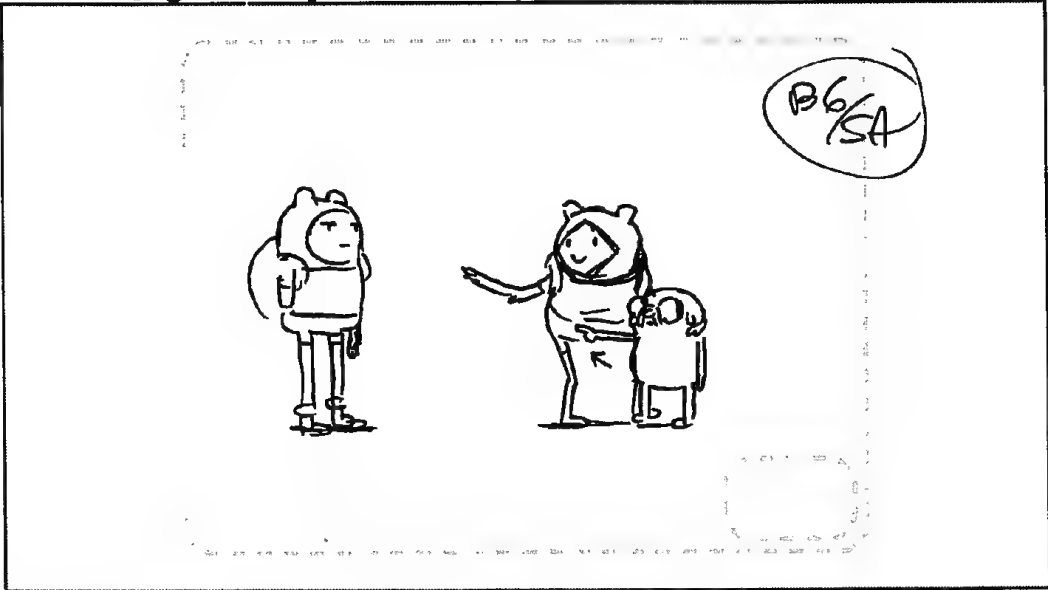
EPISODE #

1042-248

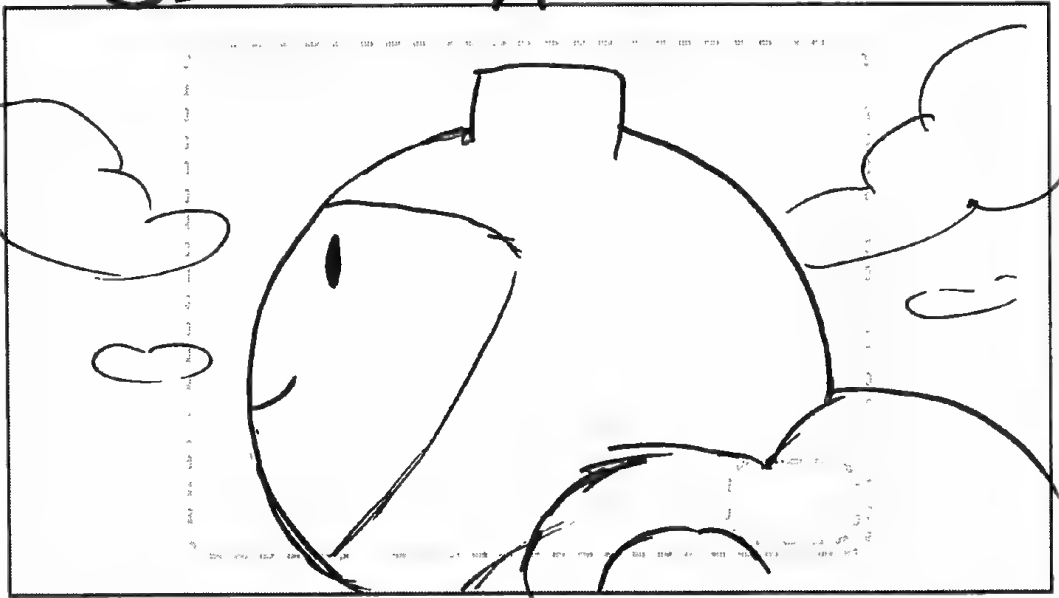
ADVENTURE TIME



Sc. 52cont Pnl. D Bg. day night



Sc. 53 Pnl. A Bg. day night

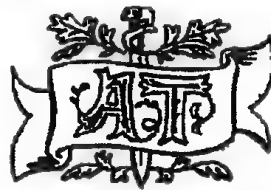


Dialog:	(J:) That one.
Action:	-J. POINTS TO FINN. FEB 25 2016
Timing:	

EPISODE # 1042-248  
Production :



ADVENTURE TIME



Sc.

53 cont.

Int.

B

Bg.

day night

Sc.

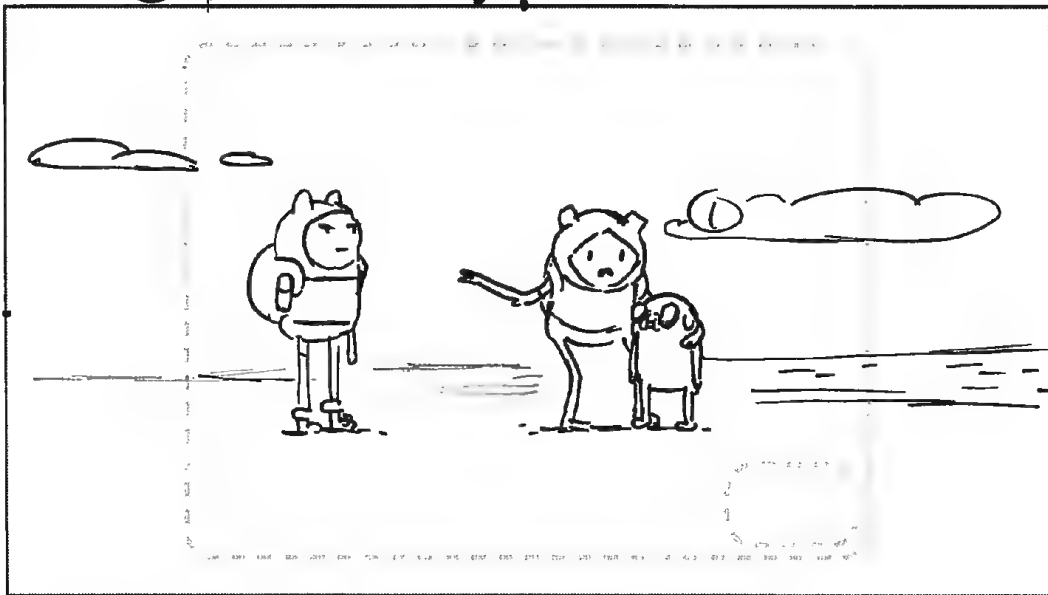
54

Ext.

A

Bg.

day night



Dialog:

(GF:) What?

(J:) (2) Yeah, I don't



FEB 25 2016

Action:

- GF TURNS TOWARDS JAKE.

Timing:



EPISODE # 1042-248

Production :



1042 248

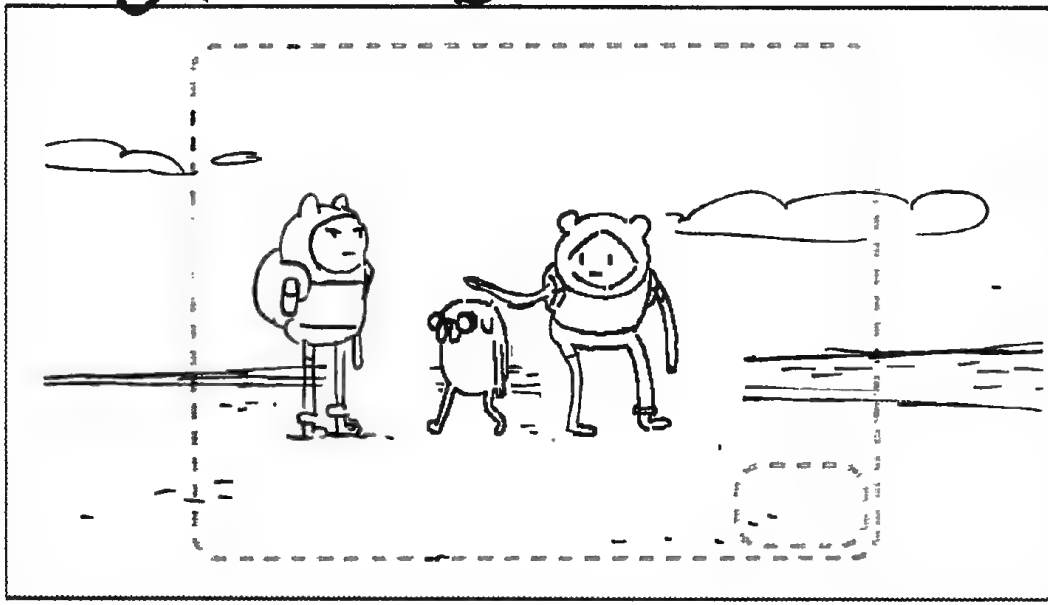
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# ADVENTURE TIME



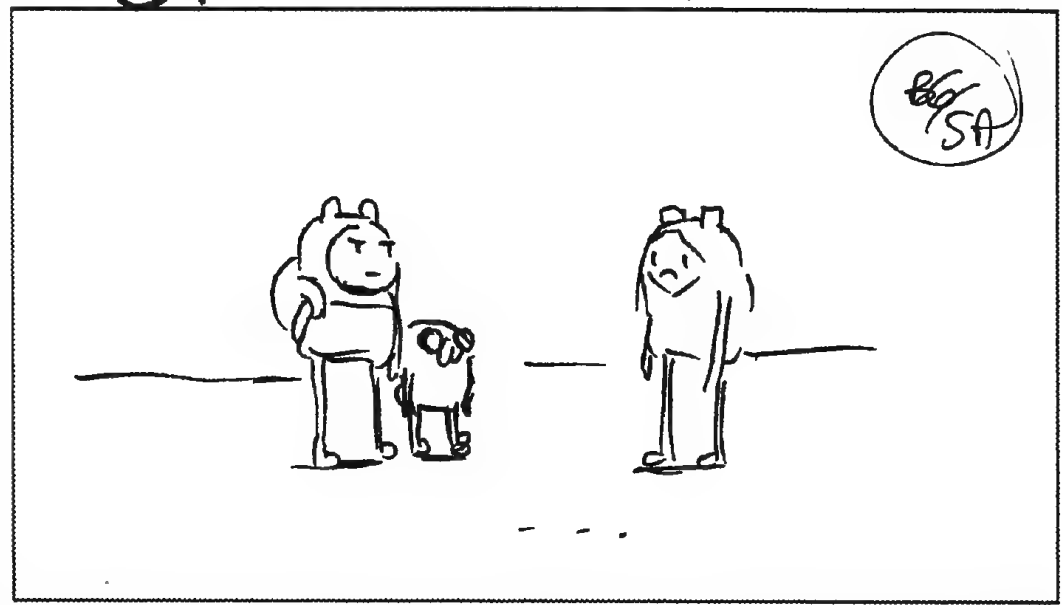
Sc. 54cont Pnl. B

Bg. day night



Sc. 54cont Pnl. C

Bg. day night



Dialog:	<u>① → know what you are... (stress on "you")</u>	<u>② → some kinda demon... plant thing, probably.</u>
Action:	<u>- J. WALKS OVER TO FINN.</u>	
Timing:		

FEB 25 2016

EPISODE # 1042-248

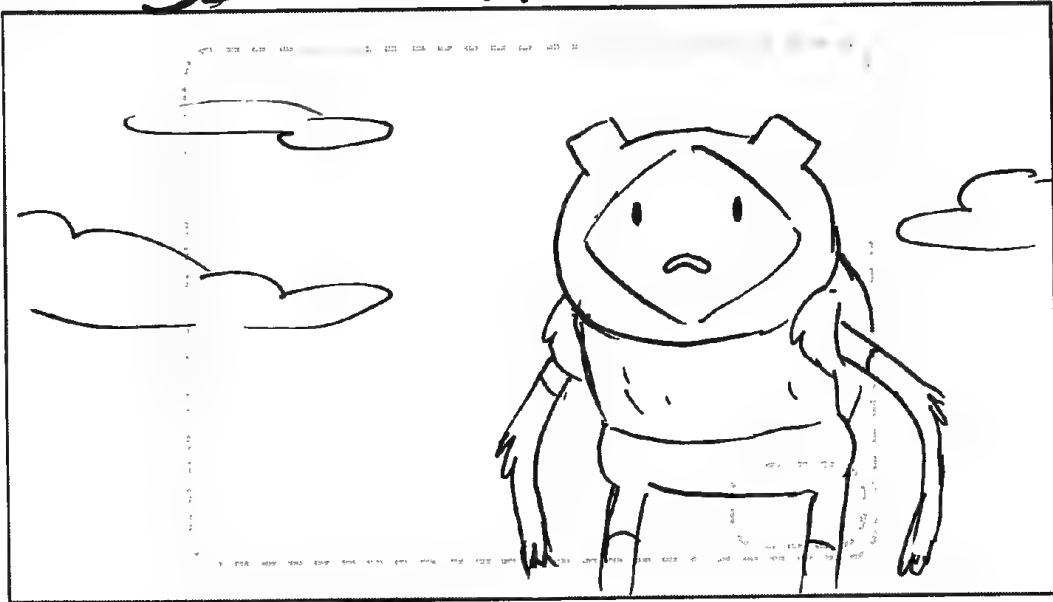
Production :

1042 248

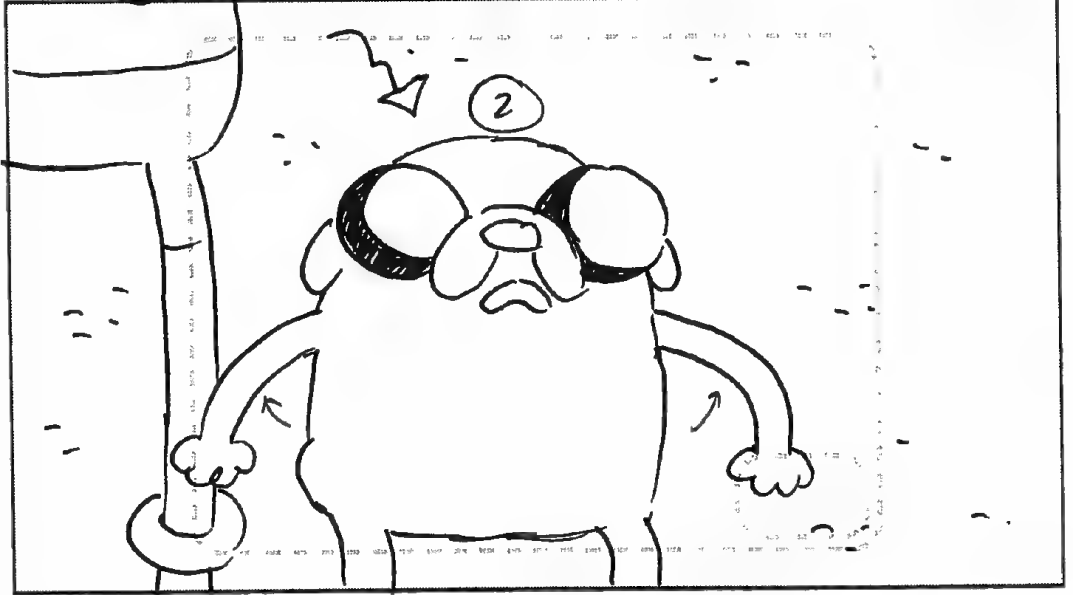
# ADVENTURE TIME



Sc. **55** Pnl. **A** Bg. day night



Sc. **56** Pnl. **A** Bg. day night

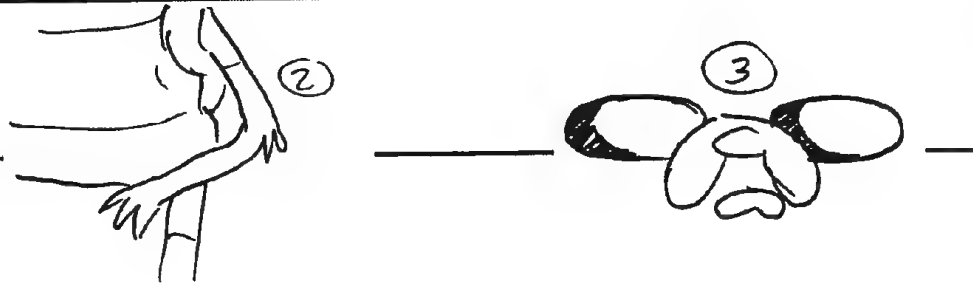


Dialog:

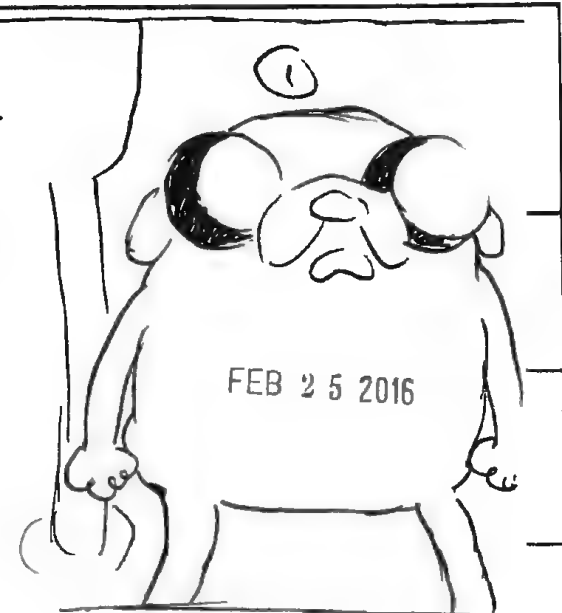
(GF.) But ... I ...

J: Beatin' up on my poor brother like....  
(3)

Action:



Timing:



EPISODE # 1042-248

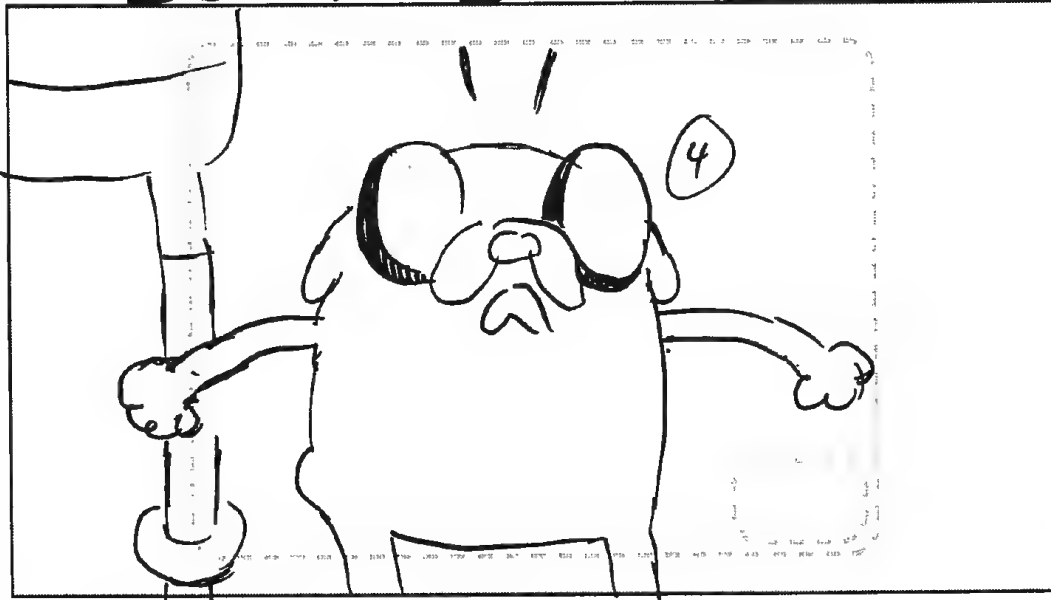
Production :

# ADVENTURE TIME

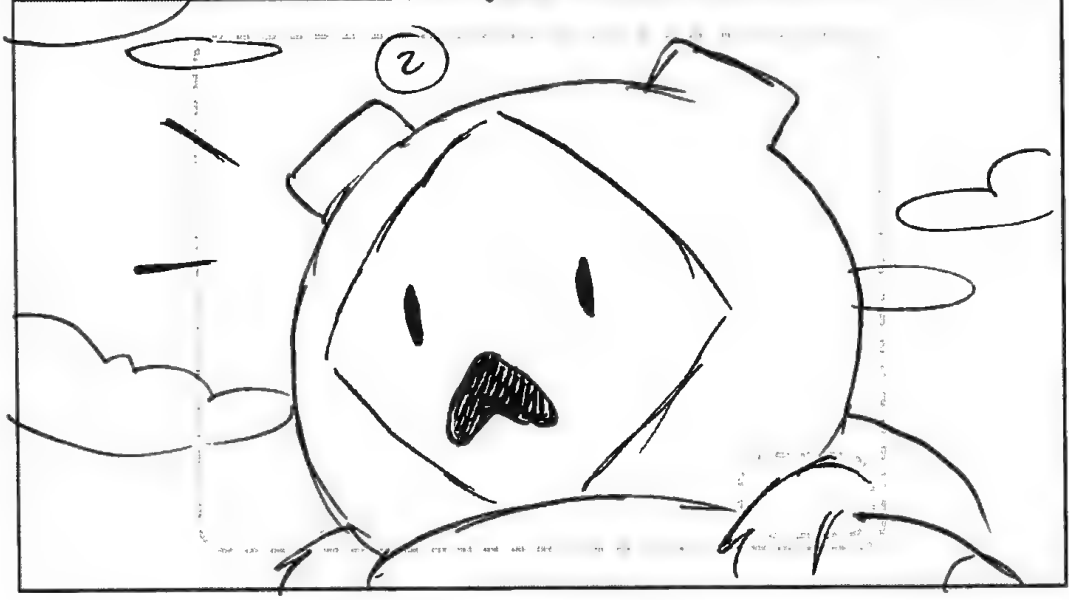


Page 90

Sc. 56 cont Pnl. B Bg. day night



Sc. 57 Pnl. A Bg. day night



Dialog:

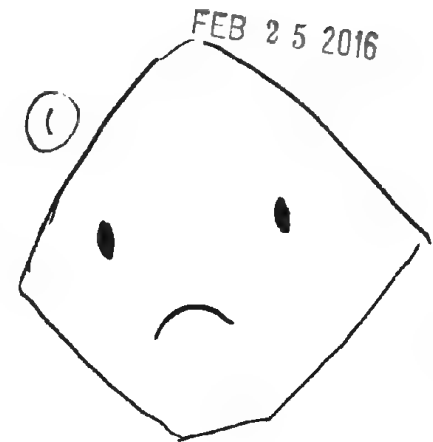
(J:) ... Like some kinda DEMON,  
(4)

(GF:) : GASP : !

Action:

- G.F. REACTS IN HORROR.

Timing:



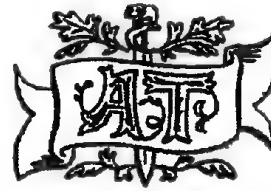
EPISODE # 1042-248

1042 248

1042 248

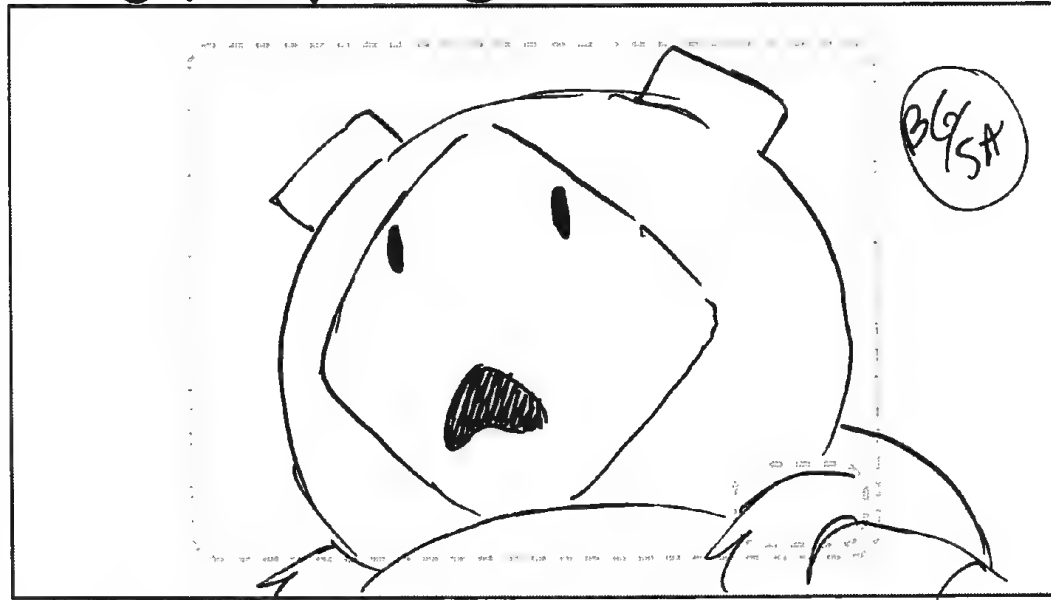
1042 248

# ADVENTURE TIME

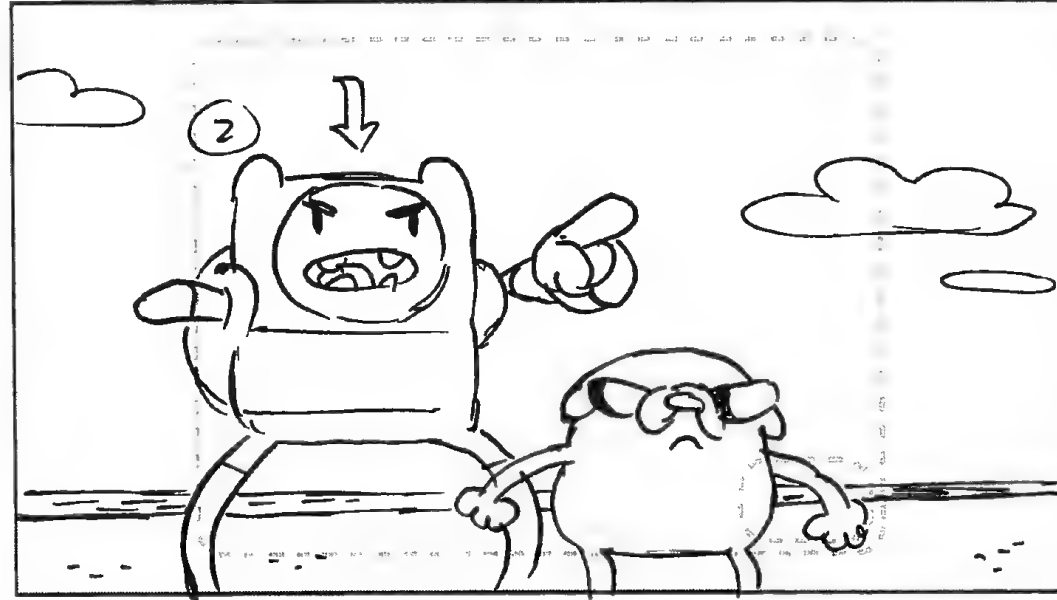


Page 91

Sc. 57 cont Pnl. B Bg. day night



Sc. 58 Pnl. A Bg. day night



Dialog: FINN OS YEAH! →

Action: - GF LOOKS UP.

Timing:

F. 2 SHOW US YOUR TRUE FORM, DEMON!

- F. POINTS ACCUSINGLY AS HE SQUATS.

FEB 25 2016

EPISODE # 1042-248

Production :

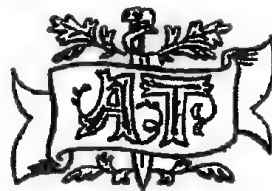
1042 248

1042 248

1042 248

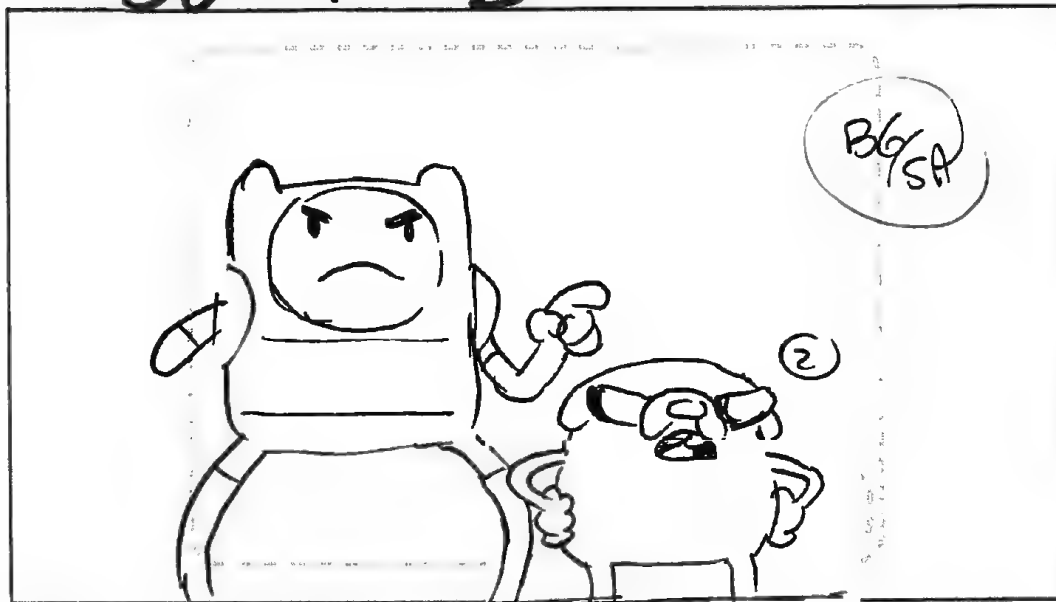
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# ADVENTURE TIME



Page **92**

Sc. **58 cont** Pnl. **B** Bg. day night



Sc. **59** Pnl. **A** Bg. day night



Dialog:

**JAKE.**

YEAH SHOW US!!

**FINN**  
**JAKE**

(chanting in unison, school-yard style)

SHOW US  
SHOW US  
SHOW US

Action:

-J. PUTS FISTS  
ON HIPS



FEB 25 2016

Timing:

EPISODE # 1042-248

Production :

1042 248

1042 248



# ADVENTURE TIME

Page **93**

Sc.

**59 cont**

Pnl.

**B**

Bg.

day night



Sc.

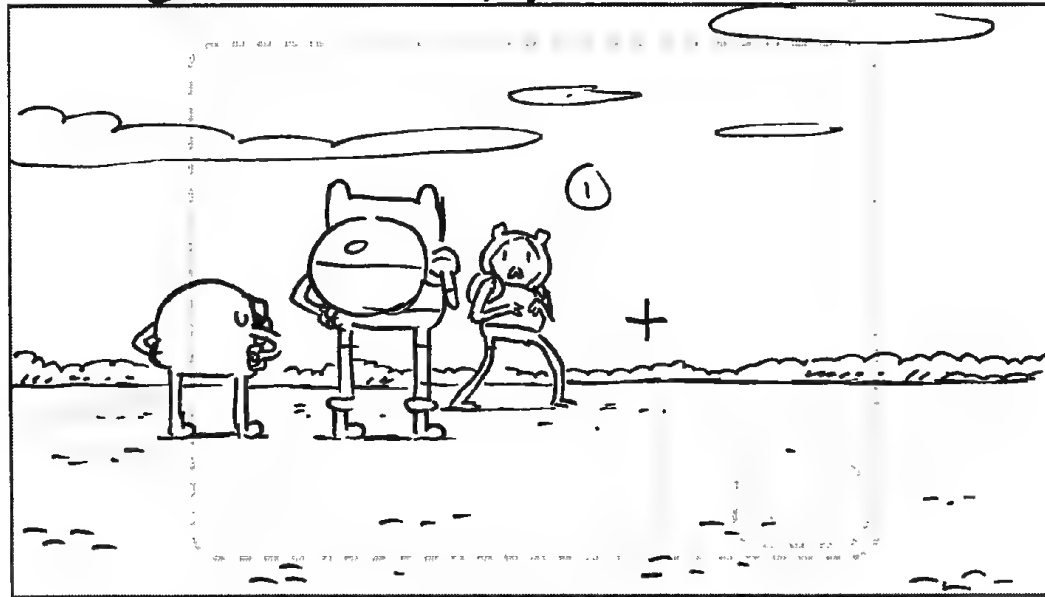
**60**

Pnl.

**A**

Bg.

day night



Dialog:

**F+J:** \* chanting \*  
cont.

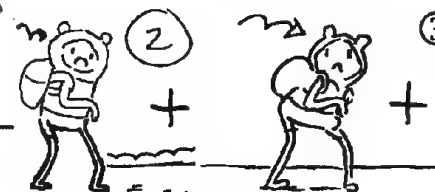
Action:

- G.F. BACKS AWAY.

Timing:

**F+J:** \* chanting \*

- GF TURNS



**3** FEB 25 2016

EPISODE # 1042-248

Production :

1042 248

1042 248

1042 248

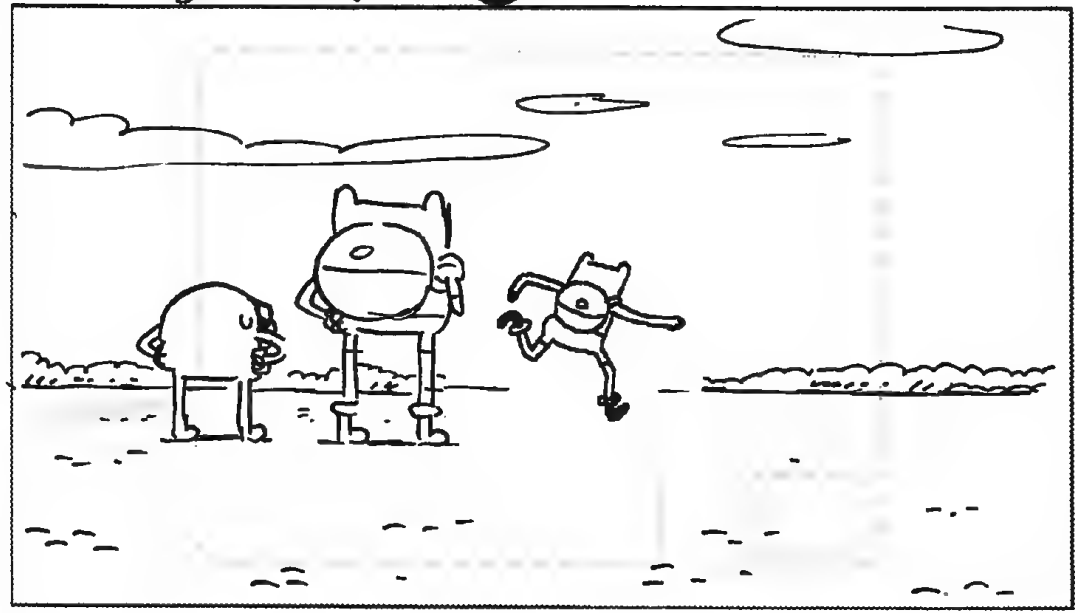
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# ADVENTURE TIME

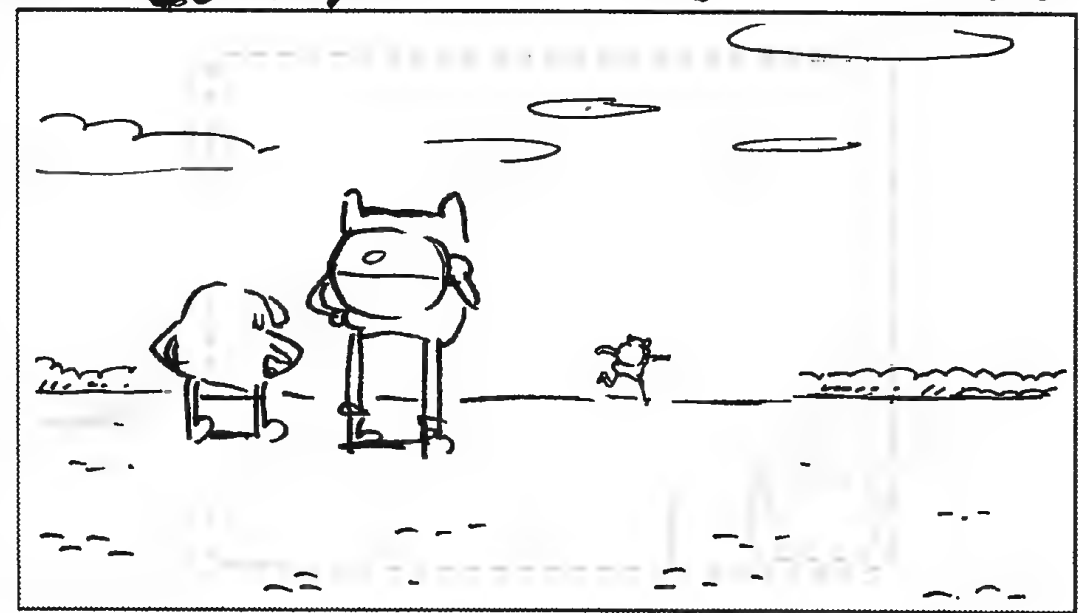


Page **94**

Sc. **60 cont** Pnl. **B** Bg. day night



Sc. **60 cont** Pnl. **C** Bg. day night



Dialog:	
(F+J) SHOW US!...	(J:) *chuckles* (slight tinge of mean-spiritedness)
Action:	
- Grass Finn turns and takes off running full-speed for the horizon.	- Grass Recedes till he's just a speck, then disappears.
Timing:	

FEB 25 2016

EPISODE# 1042-248 Production :

1042 248

1042 248



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TIME



Sc. 60 cont Pnl. D Bg. day night

Sc. 60 cont Pnl. E Bg. day night

Dialog: (SFX) SLAM!

Action: FINN: YAH!

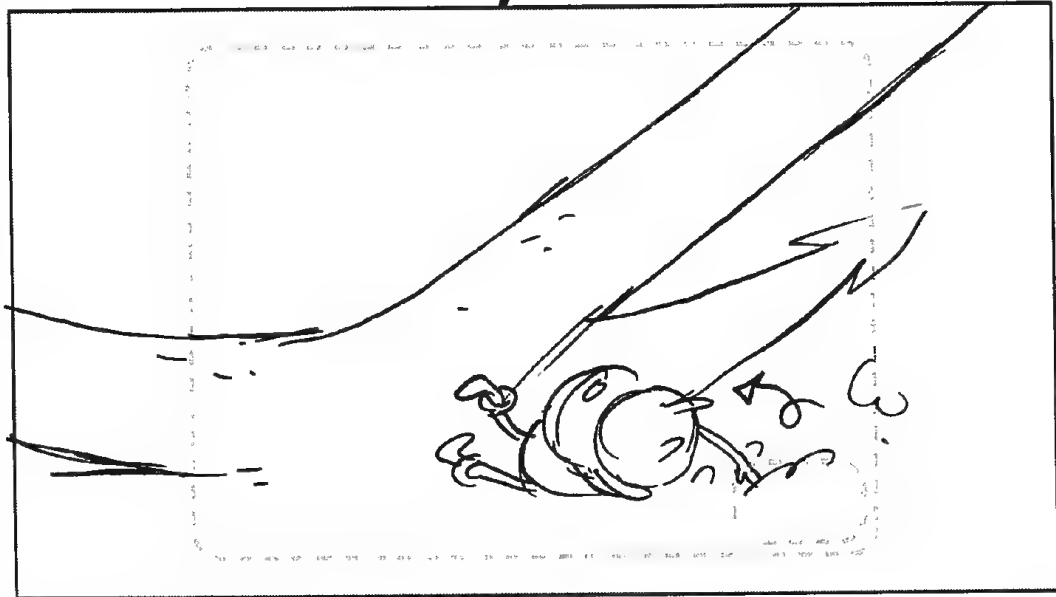
Timing: - ANCHOR FALLS BACK ON/S AND SMASHES JAKE. FINN DODGES.

FEB 9 5 2016

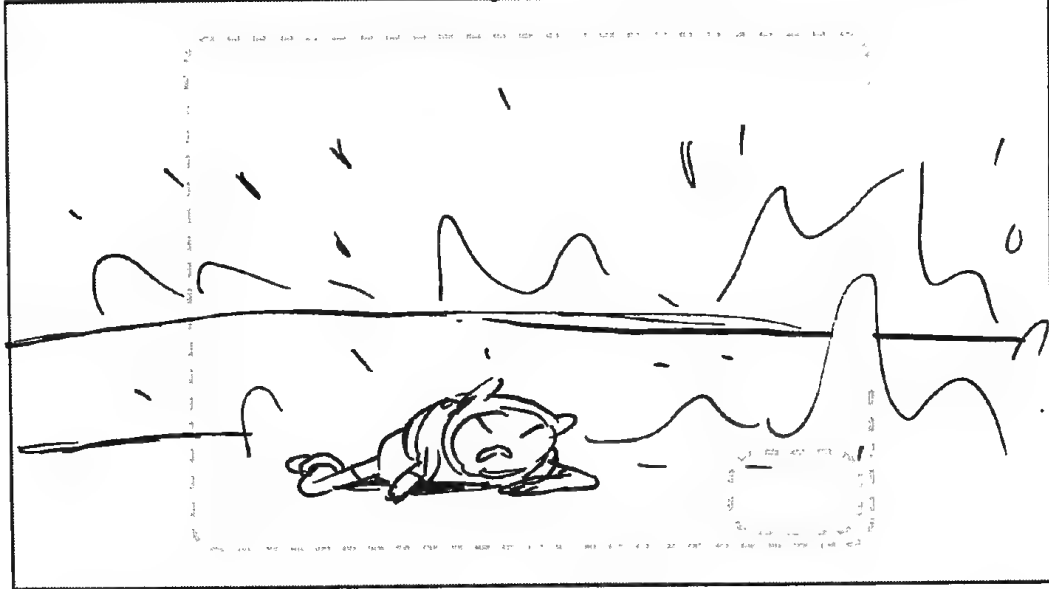
ADVENTURE TIME



Sc. 60 cont Pnl. F Bg. day night



Sc. 60 cont Pnl. G Bg. day night



Dialog:	(F:) WAH!	(SFX:) <u>SLAM!</u>	FEB 25 2016
Action:	-F. ROLLS OUT OF THE WAY AS ANCHOR SLAMS DOWN ONTO BEACH.		
Timing:			

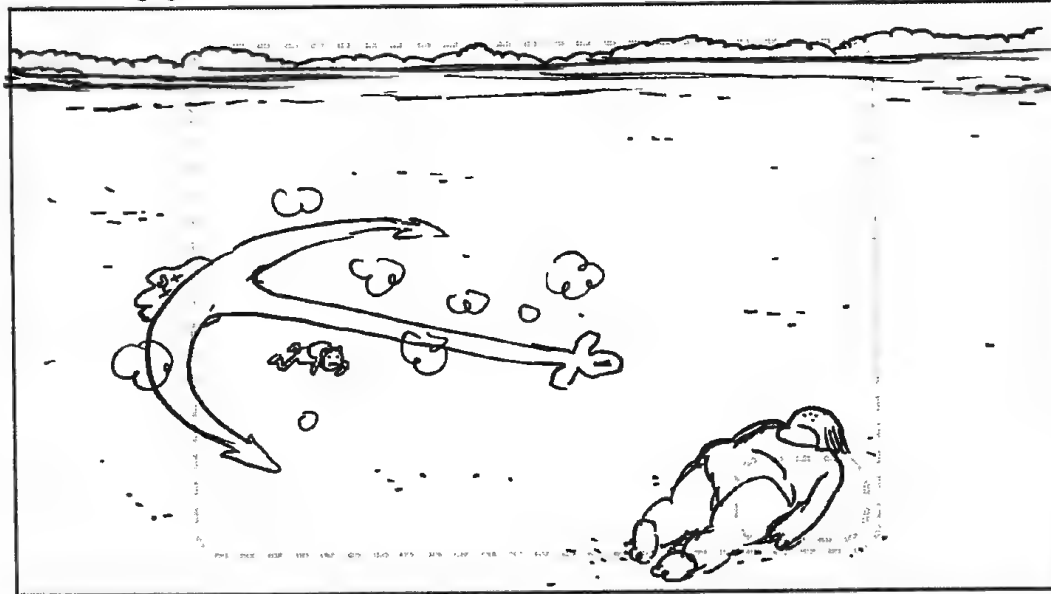
EPISODE # 1042-248  
Production :

# ADVENTURE TIME

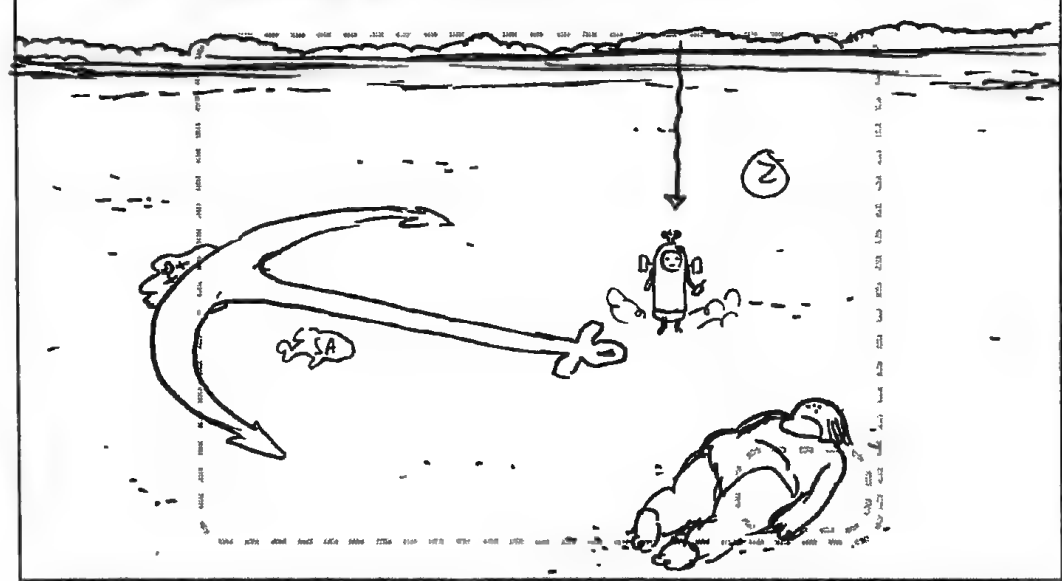


Page **97**

Sc. **61** Pnl. **A** Bg. day night



Sc. **61/CONT** Pnl. **B** Bg. day night



Dialog:

(SFX) \*Fump\*

(SFX) \*jetpack \*

Action:



- B.GUARD DESCENDS  
ON/S WITH JETPACK.

Timing:



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Production :

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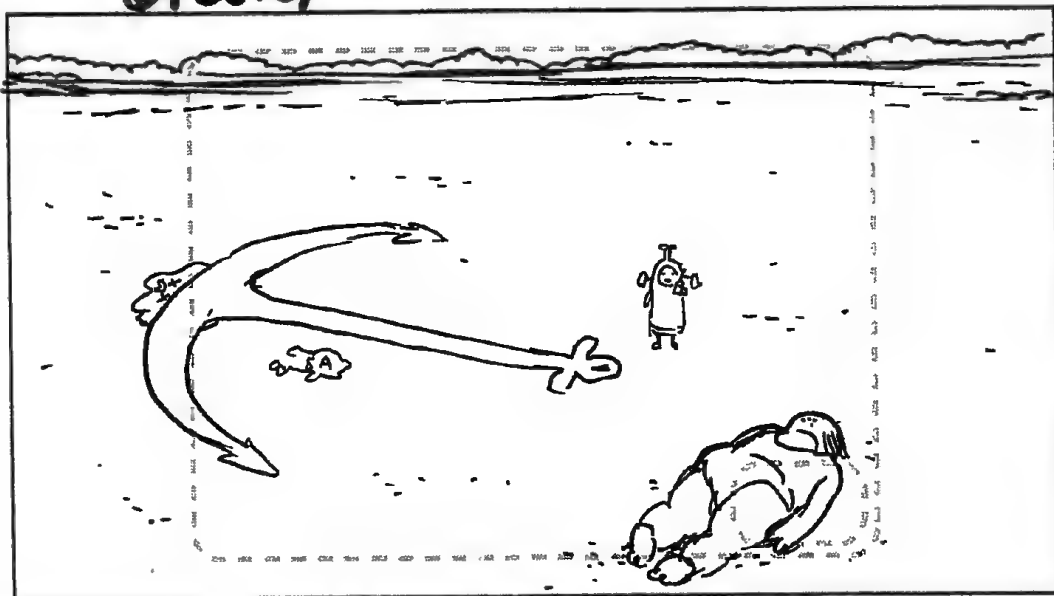
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ADVENTURE TIME

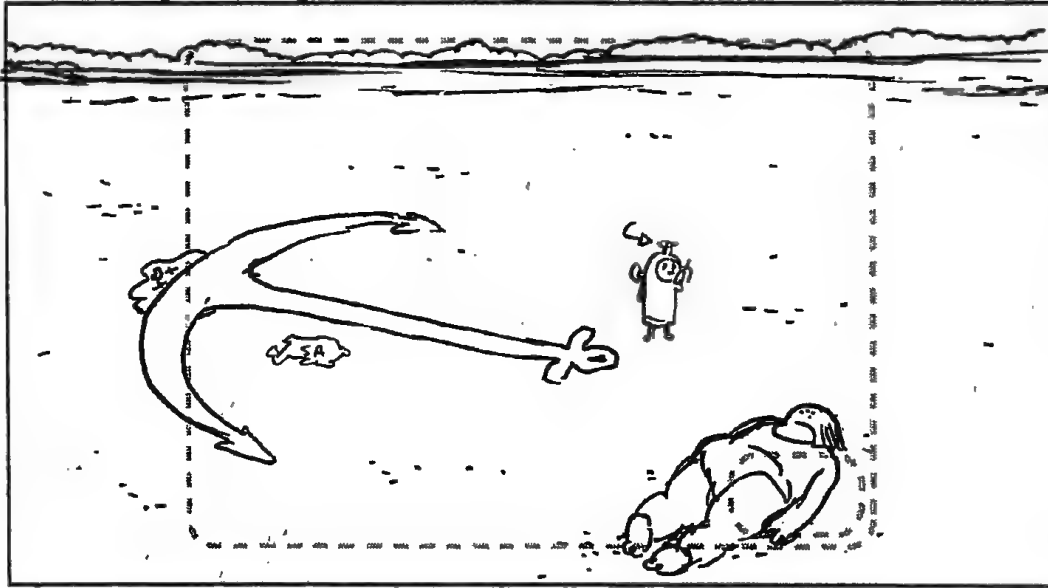


Page 98

Sc. 6/cont Pnl. C Bg. day night



Sc. 6/cont Pnl. D Bg. day night



Dialog: BANANA GUARD (into radio) \* crrrk \* Yeah, it's a real mess out here.

BG: We're gonnt need the huge ambulance.

Action: - B. GUARD SPEAKS INTO WALKIE-TALKIE.

Timing:

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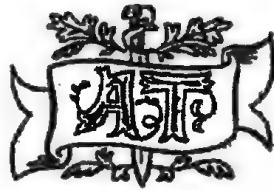
EPISODE # 1042-248

Production :

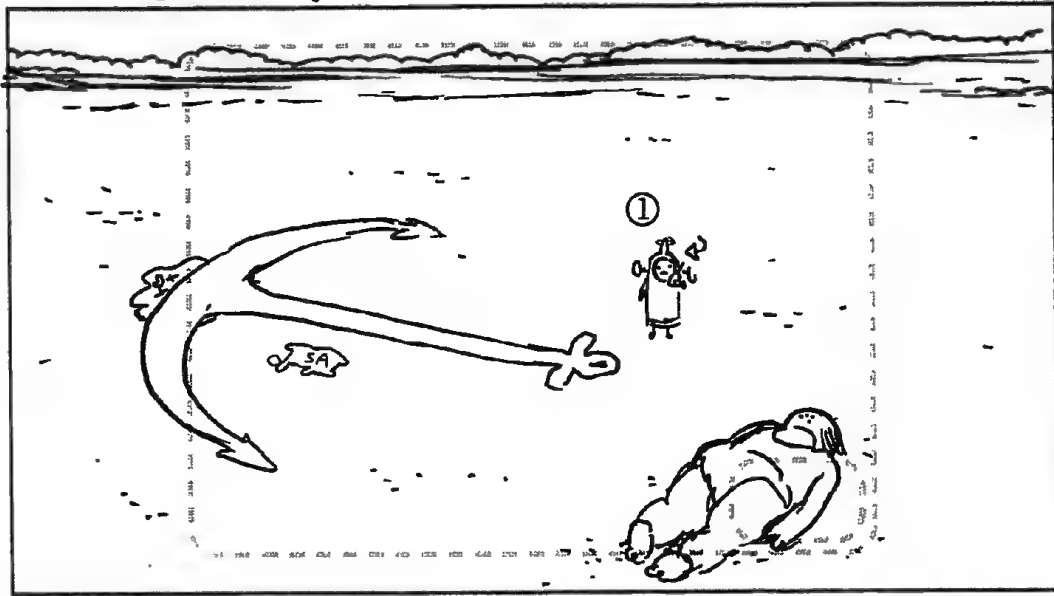
1042 248

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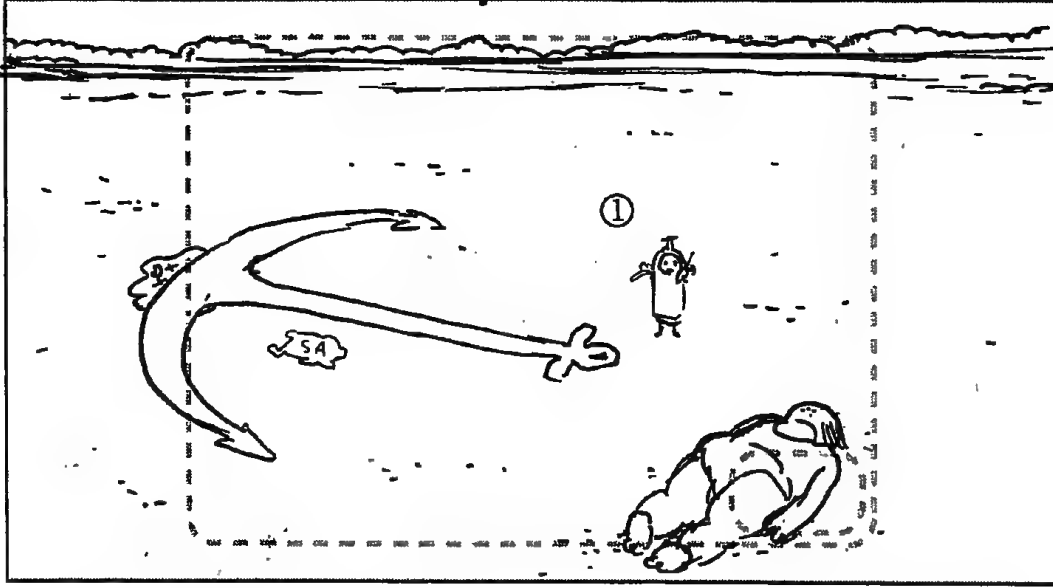
ADVENTURE TIME



Sc. **6/cont** Pnl. **E** Bg. day night



Sc. **6/cont** Pnl. **F** Bg. day night

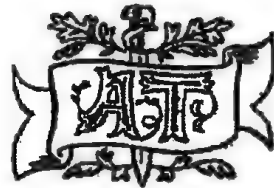


Dialog:	
<p>(BG:) Yeah... no... no - the... not - no the huge... no no... no, →</p>	<p>(BG:) No put Banana Guard #2 on the phone..... .....</p>
Action:	
<p>②      ③</p>	<p>②</p>
Timing:	
<p>FEB 25 2016</p>	

EPISODE # 1042-248

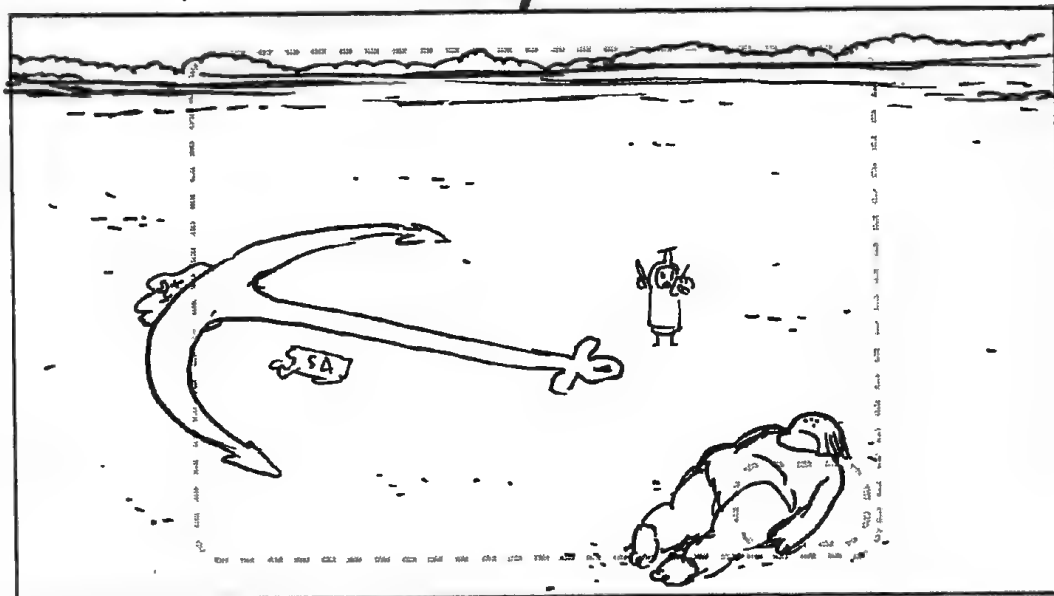
Production :

# ADVENTURE TIME

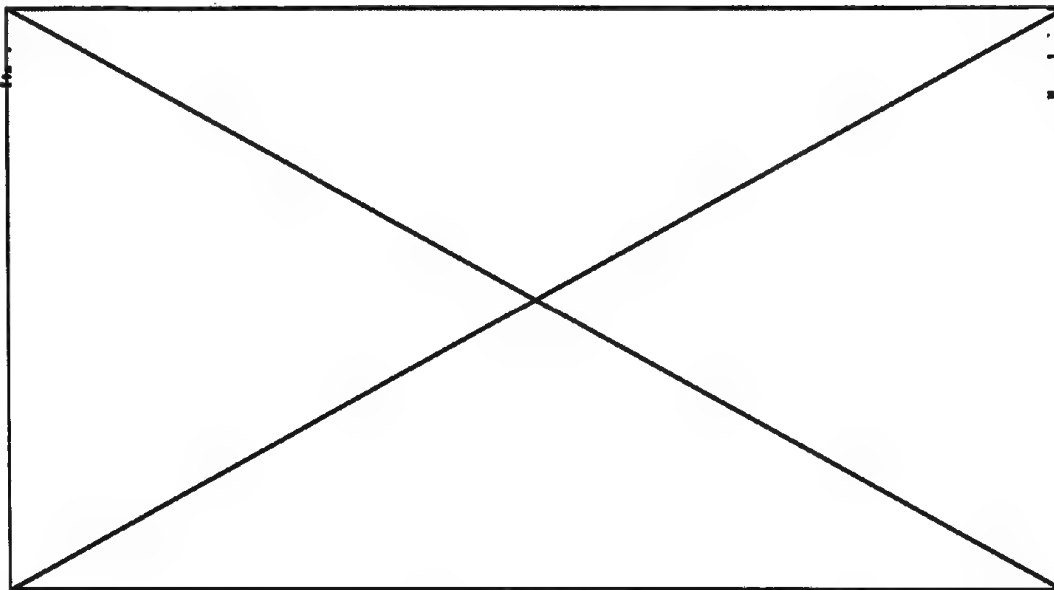


Page 100

Sc. 6/cont Pnl. G Bg. day night



Sc. Pnl. Bg. day night



Dialog: PG: Well go get him!

Action:

FEB 25 2016

Timing:

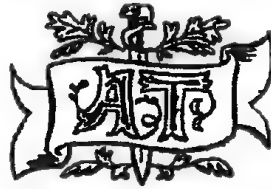
EPISODE # 1042-248

Production :

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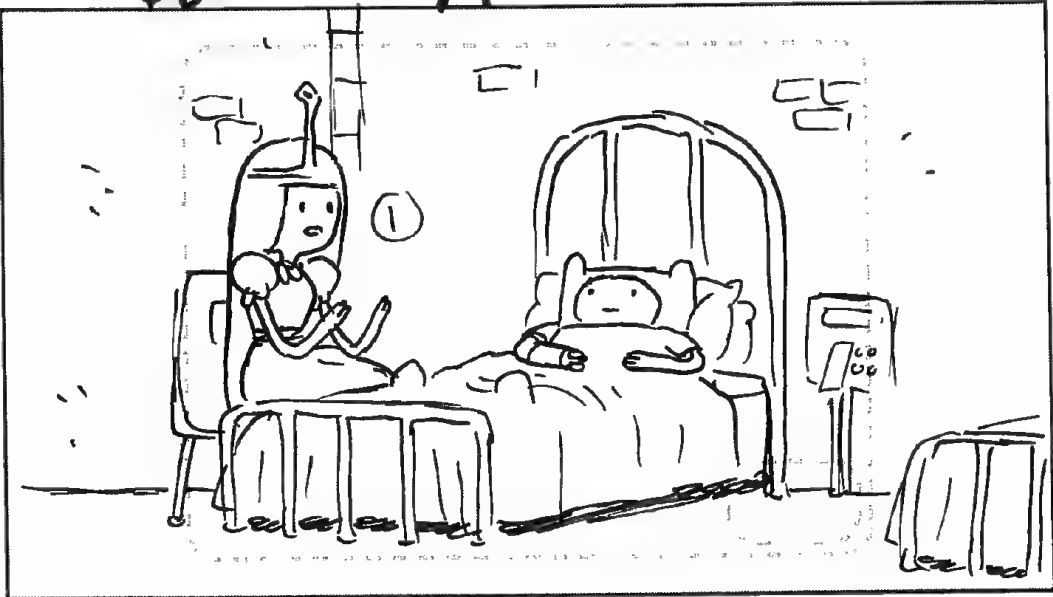
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ADVENTURE TIME

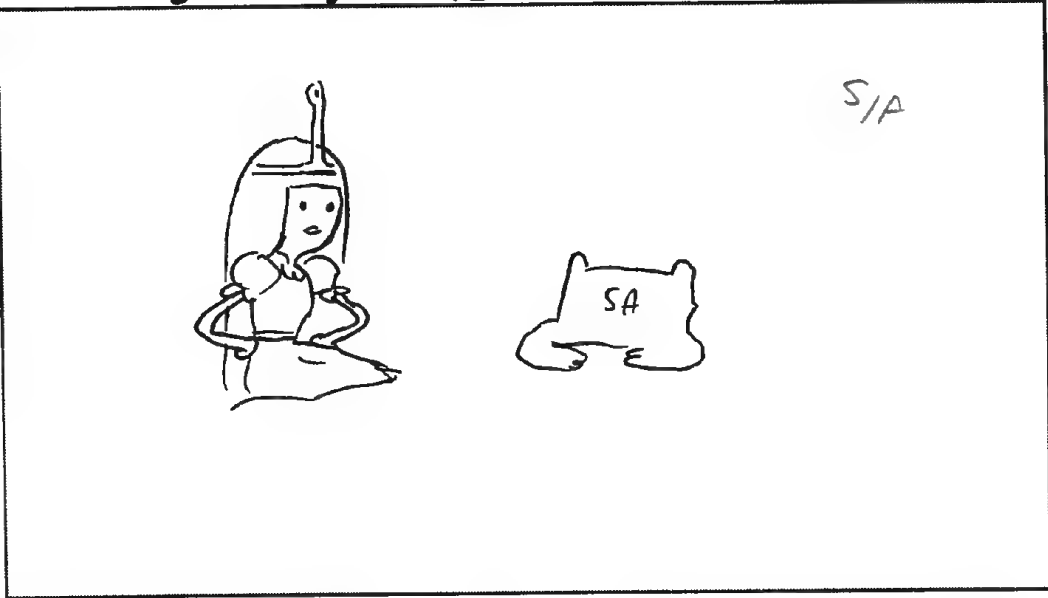


Page 101

Sc. 62 Pnl. A Bg. day night



Sc. 62 cont. Pnl. B Bg. day night



Dialog:

(PB) → Alright, alright -  
② I think I've heard just  
about enuff fff ffffff →

to know that I need  
to hear that all-over-again.

Action:

-PB PUTS FISTS ON HIPS.

FEB 25 2016

Timing:



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Production :

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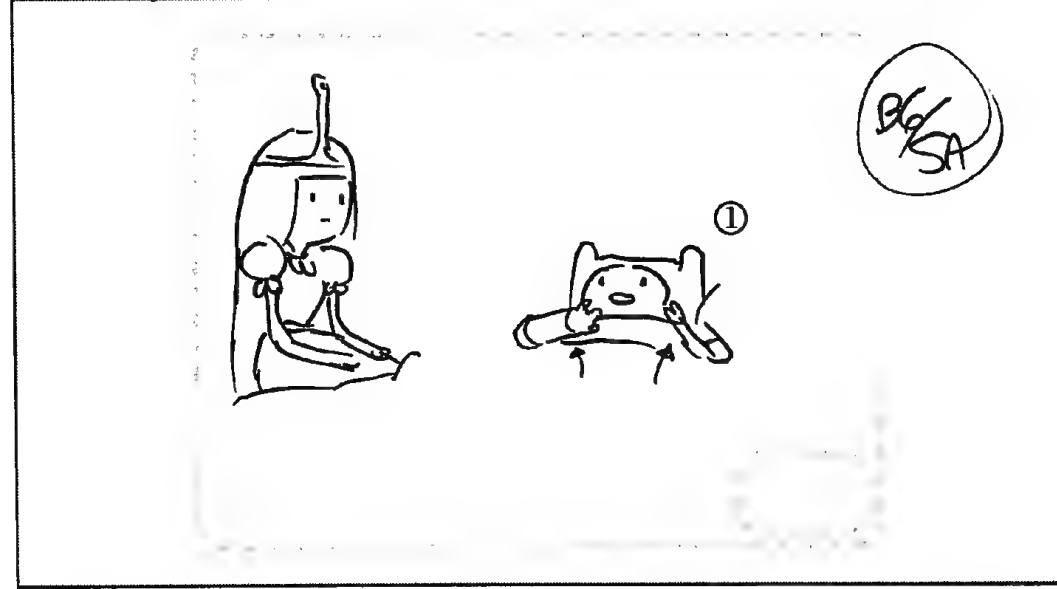
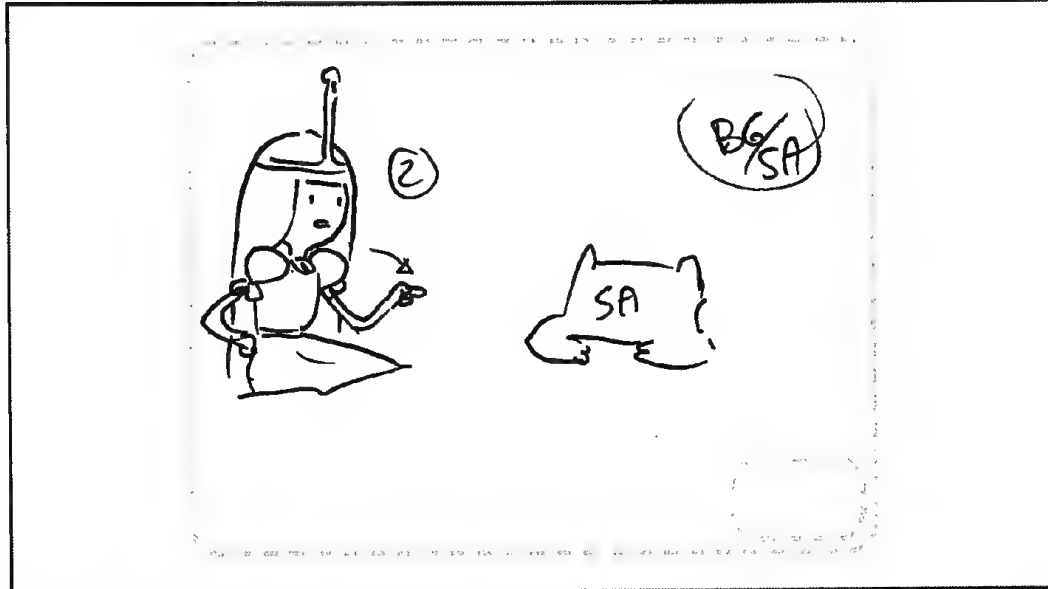
# ADVENTURE TIME



Page **102**

Sc. **62 cont** Pnl. **C** Bg. day night

Sc. **62 cont** Pnl. **D** Bg. day night



<p><b>Dialog:</b> (PB:) Why don't you take it from the top.</p>		<p>(F:) (genuinely chipper) Okay, so, as you know...</p>	
<p><b>Action:</b></p>		<p><b>Timing:</b></p>	

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Production :

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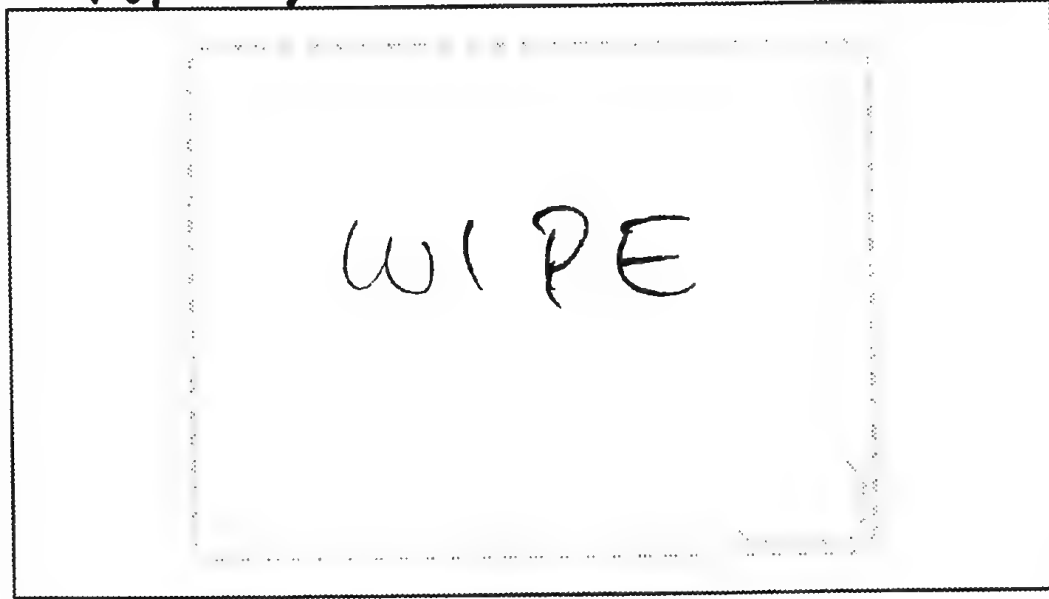
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# ADVENTURE TIME

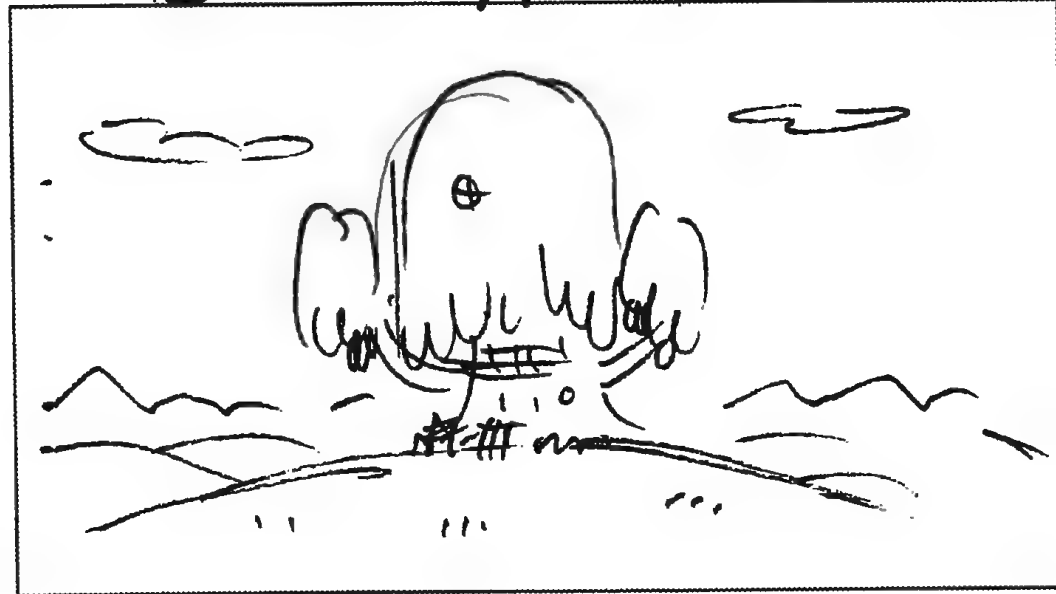


Page **103**

Sc. **62 cont** Pnl. Bg. day night



Sc. **63** Pnl. **A** Bg. day night



Dialog:

Action:

FEB 25 2016

Timing:

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EPISODE #

Production :

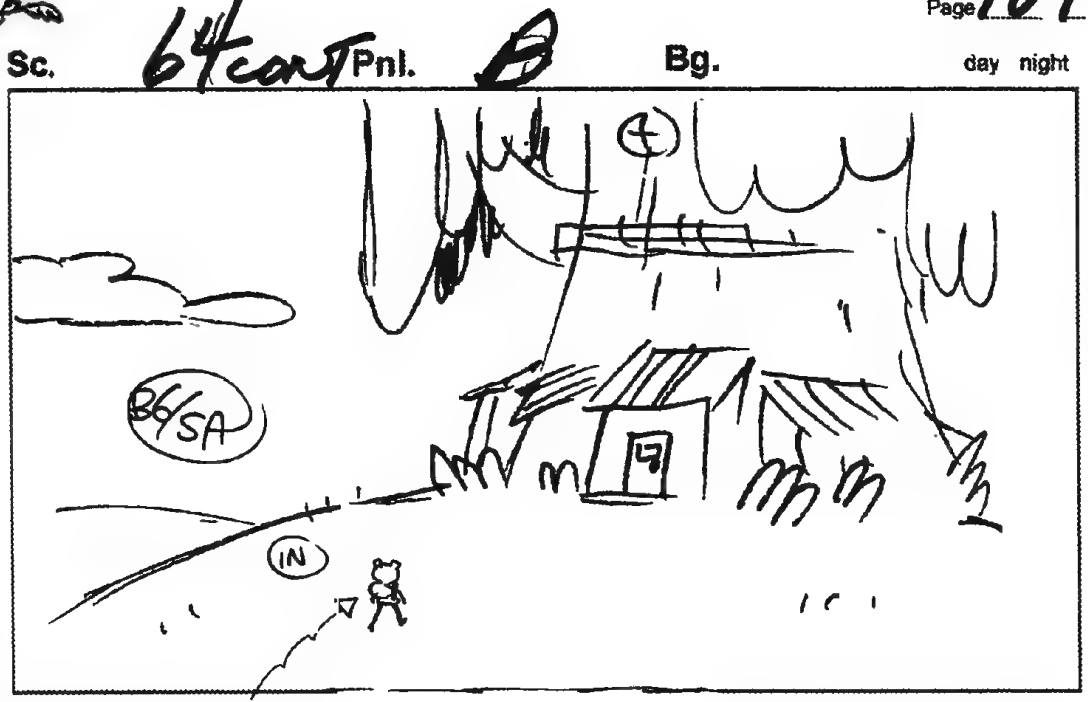
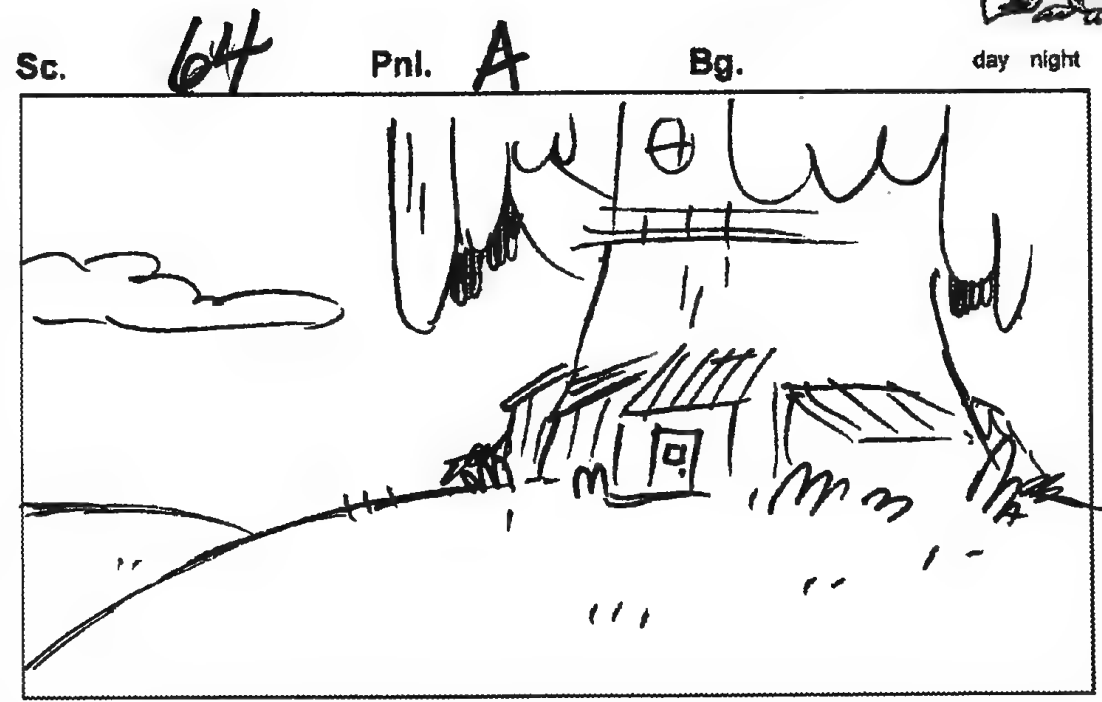
1042 248

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ADVENTURE TIME



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Dialog:	
Action:	- GRASS FINN WALKS ON/S AND APPROACHES TREE HOUSE. FEB 25 2016
Timing:	

1042-248 EPISODE # Production :

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1042 248

1042 248

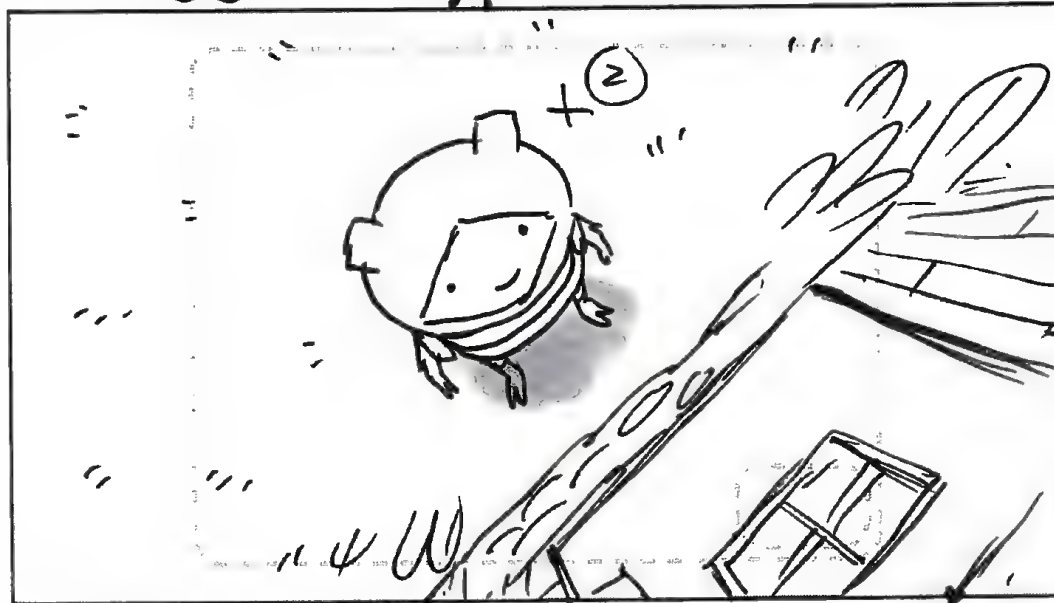
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# ADVENTURE TIME

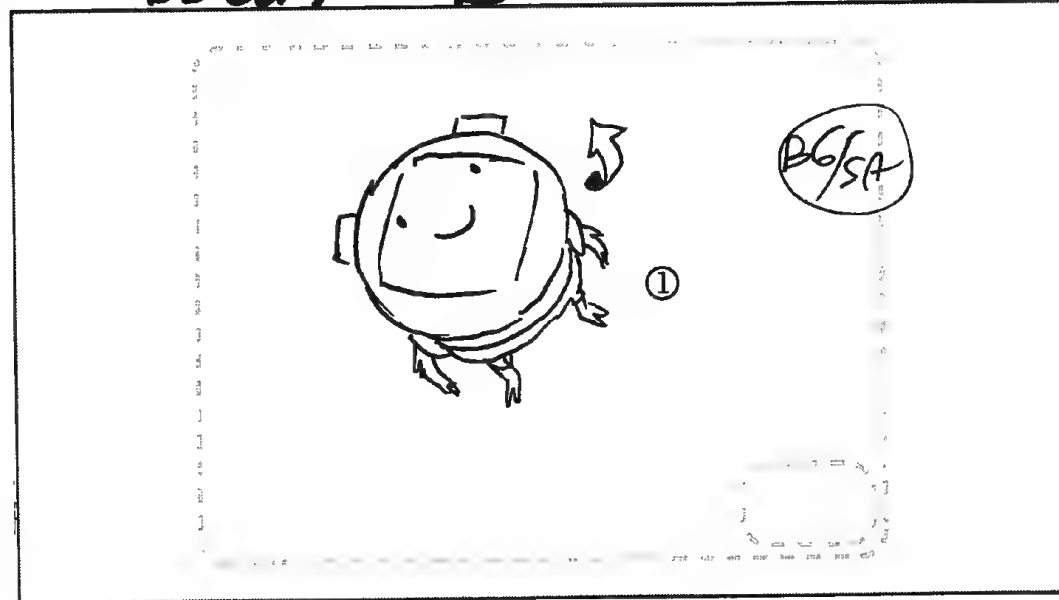


Page **105**

Sc. **65** Pnl. **A** Bg. day night



Sc. **65 cont** Pnl. **B** Bg. day night



Dialog:

Action:

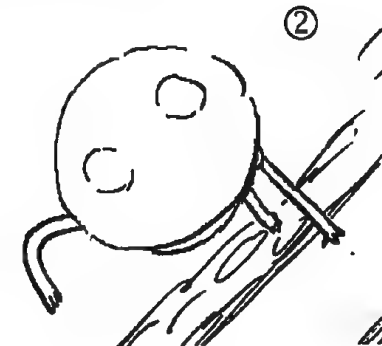
Timing:



- G.F WALKS ON/5  
AND STOPS IN  
FRONT OF DOOR.

- G.F. LOOKS UPWARDS.

FEB 25 2016



Production :

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ADVENTURE TIME



Page 106

Sc. 65 cont Pnl. C

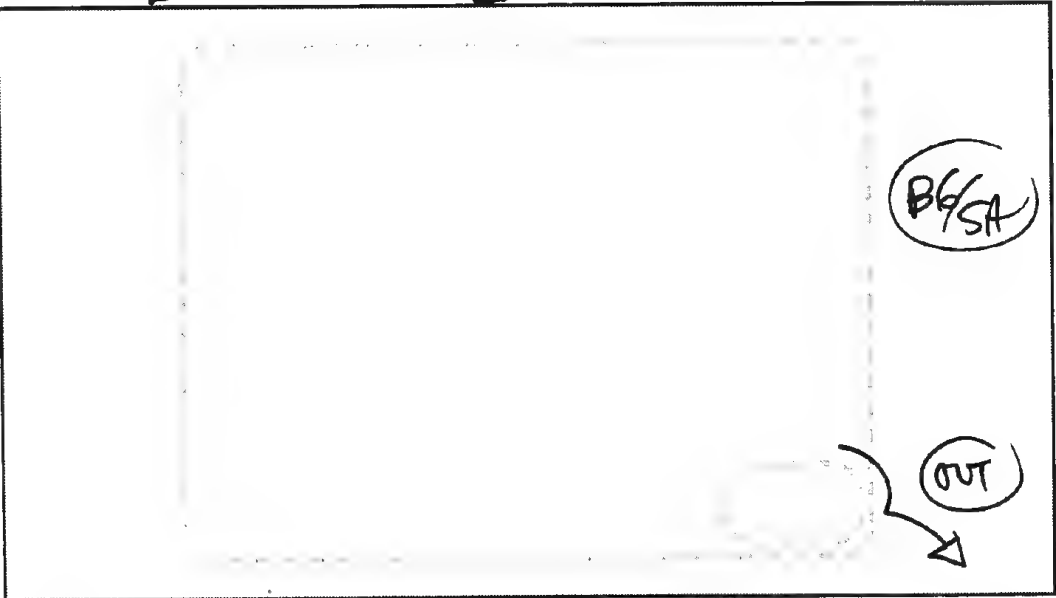
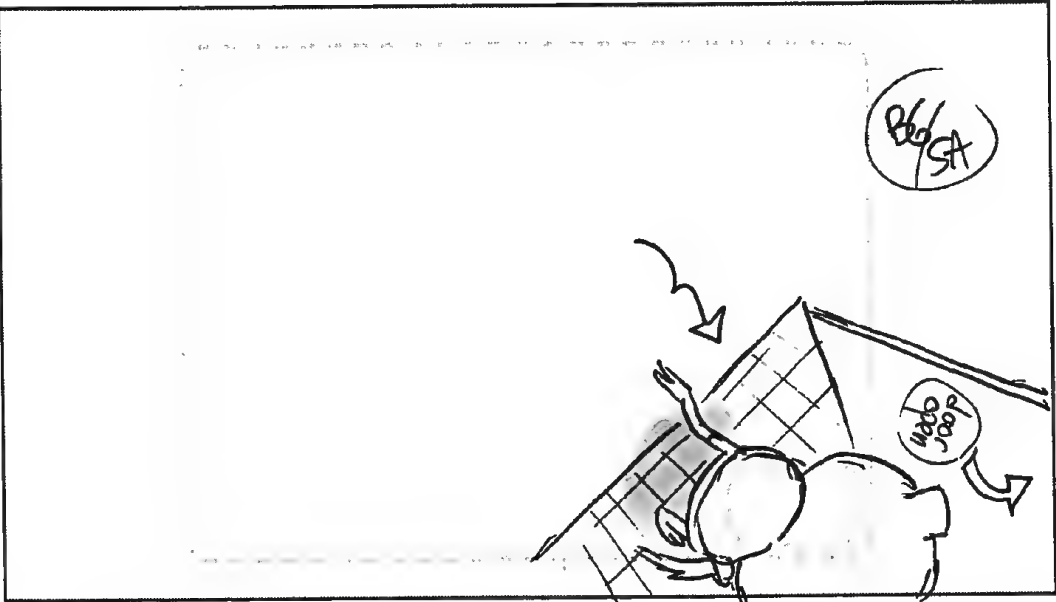
Bg.

day night

Sc. 65 cont Pnl. D

Bg.

day night



Dialog:
Action: - G.F. OPENS DOOR AND HEADS INSIDE.
Timing:

FEB 25 2016

EPISODE # 1042-248

Production :

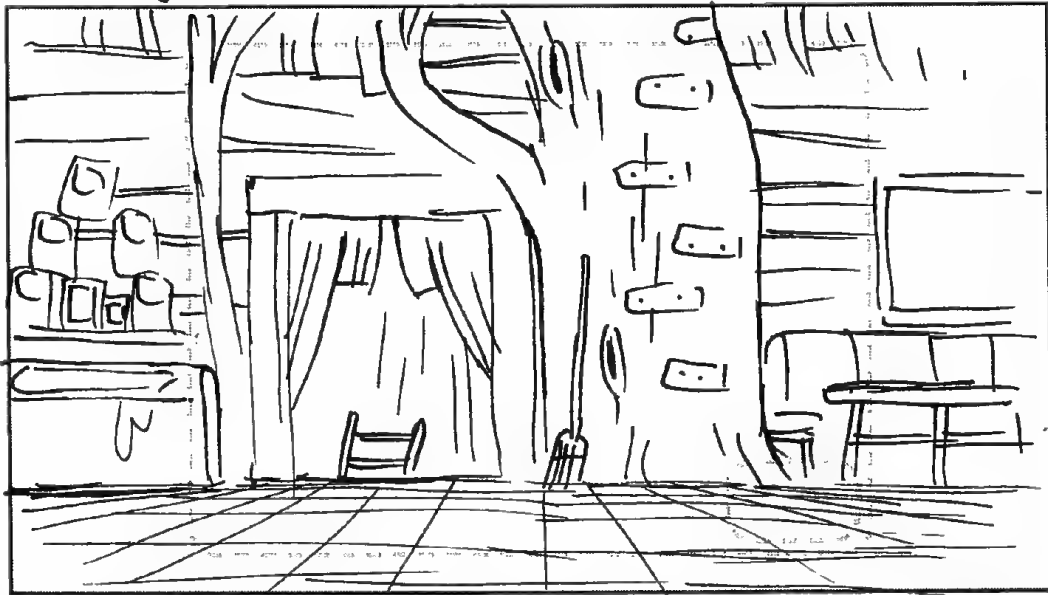
1042 248

1042 248

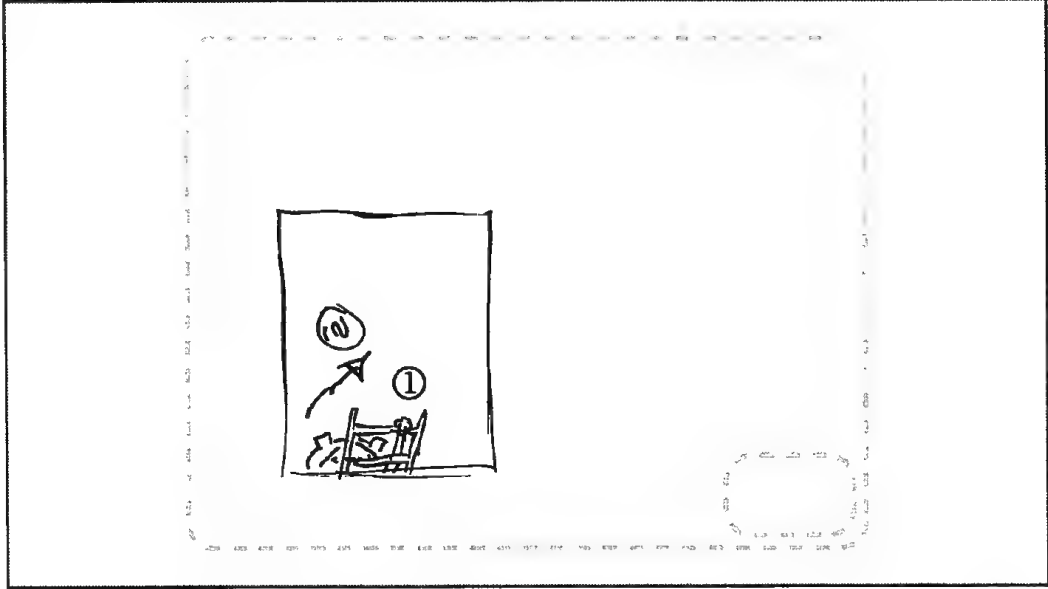
ADVENTURE TIME



Sc. 66 Pnl. A Bg. day night



Sc. 66 cont Pnl. B Bg. day night



Dialog:
Action:
Timing:

②

③

④

-GF. CLIMBS LADDER INTO LIVING ROOM.

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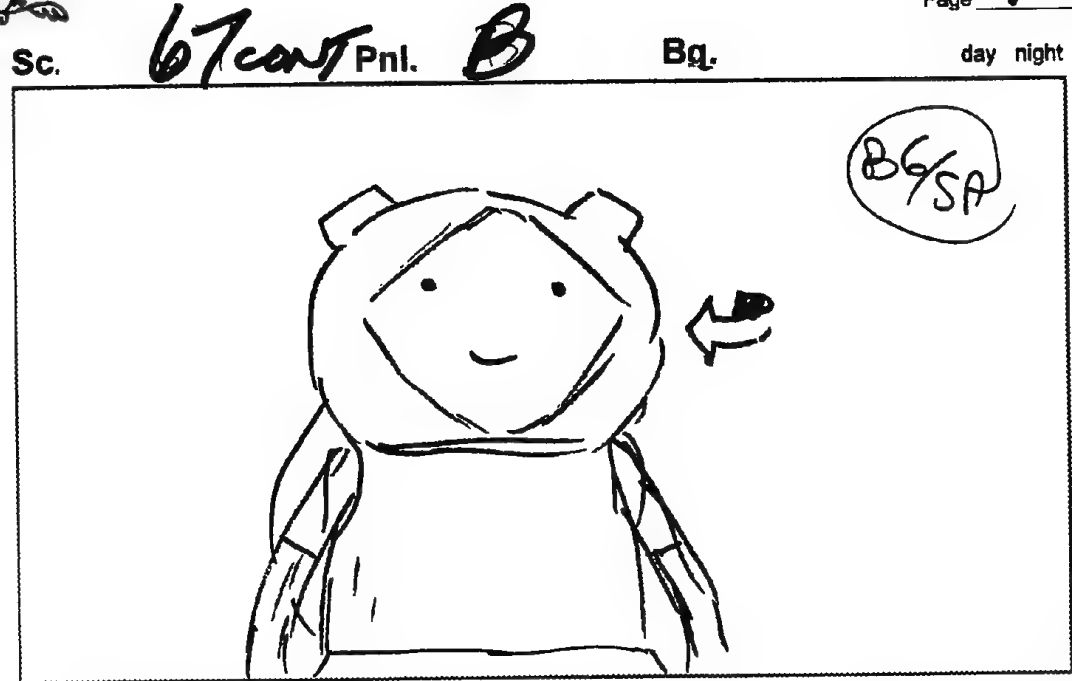
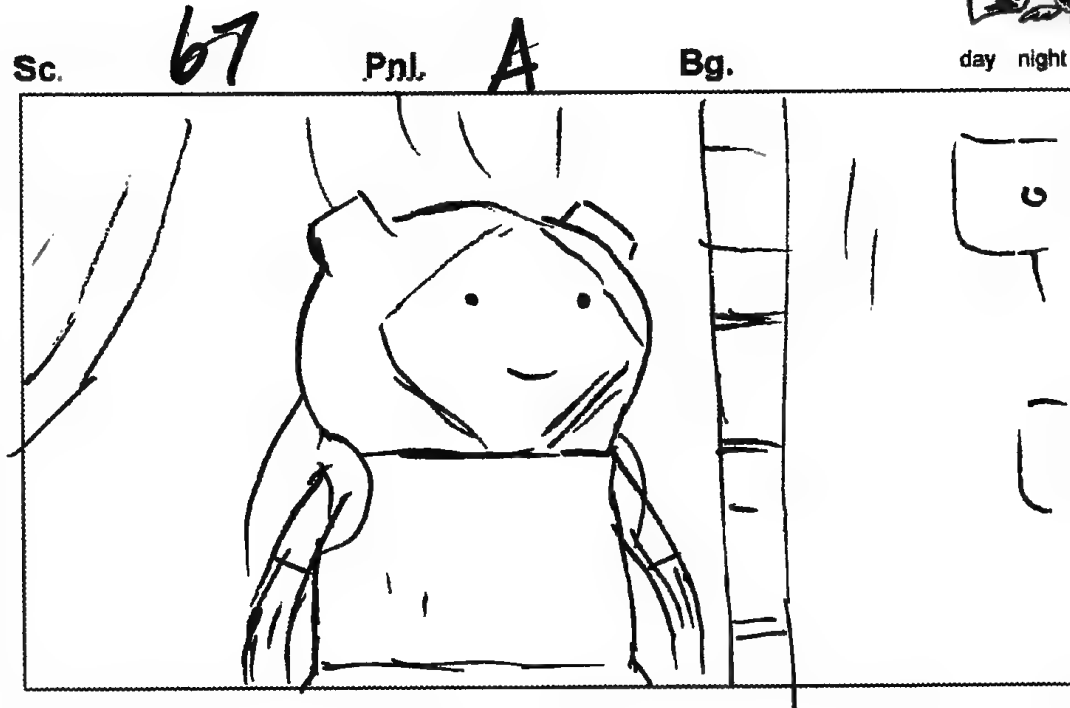
EPISODE # 1042-248

Production :

# ADVENTURE TIME



Page **108**



Dialog:	- BEAT
Action:	- G.F. SCANS ROOM.
Timing:	FEB 25 2016

EPISODE # 1042-248

Production :

1042 248

1042 248

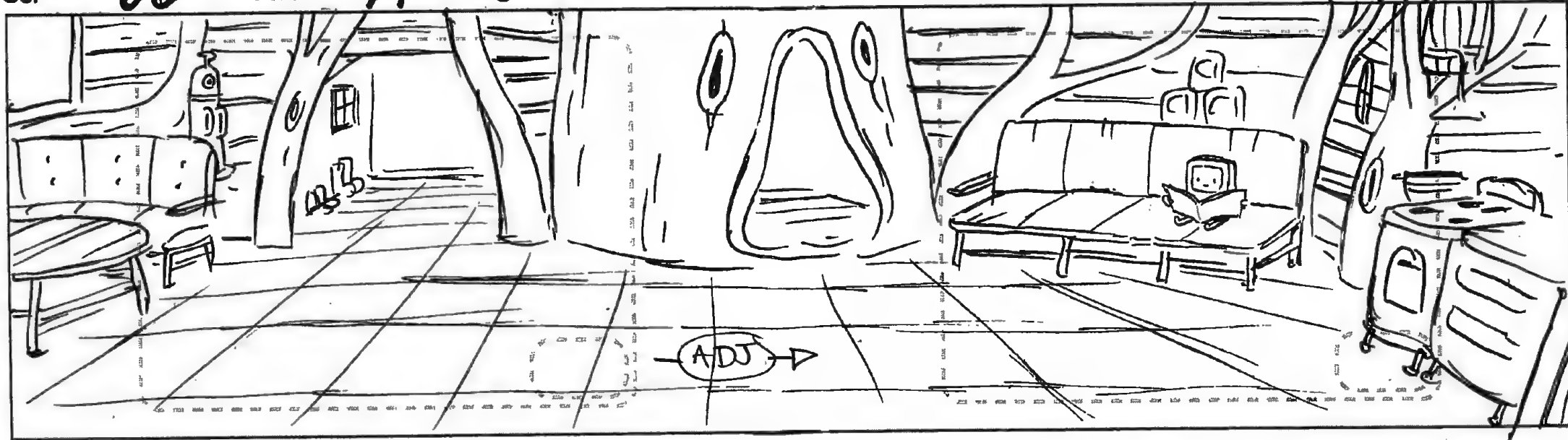


# ADVENTURE TIME



Page **109**

Sc. **68** Pnl. **A** Bg. day night Sc. Pnl. Bg. day night



Dialog:

**GF** <sup>(c)</sup> Hey! BMO!

Action:

- PAN RIGHT TO FIND BMO.

FEB 25 2016

Timing:

EPISODE# 1042-248

STOP

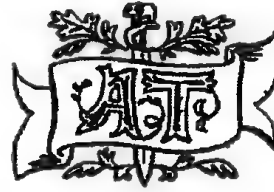
Production :

1042 248

1042 248

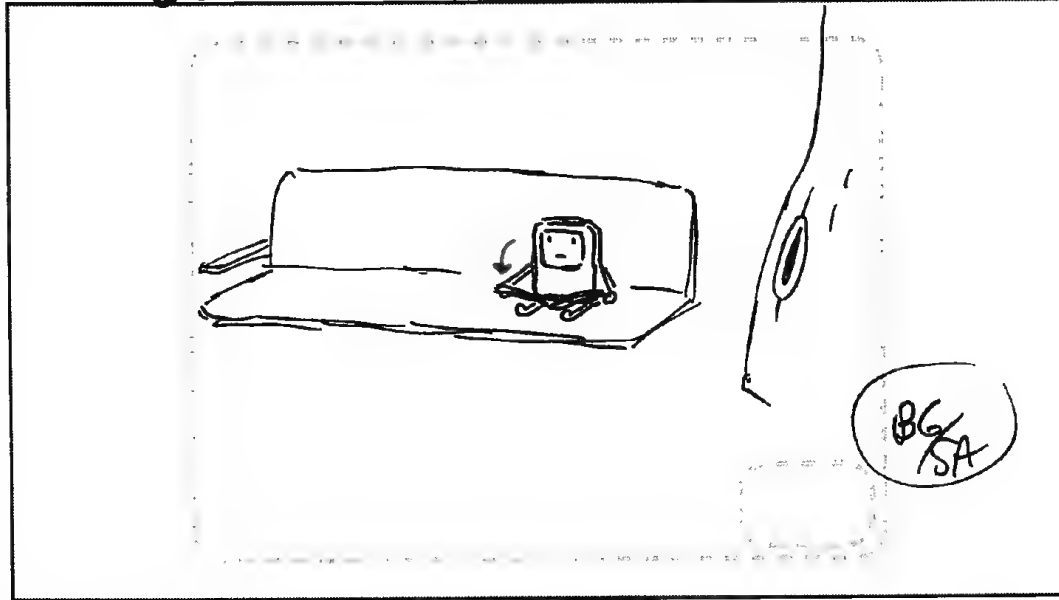
1042 248  
START

# ADVENTURE TIME

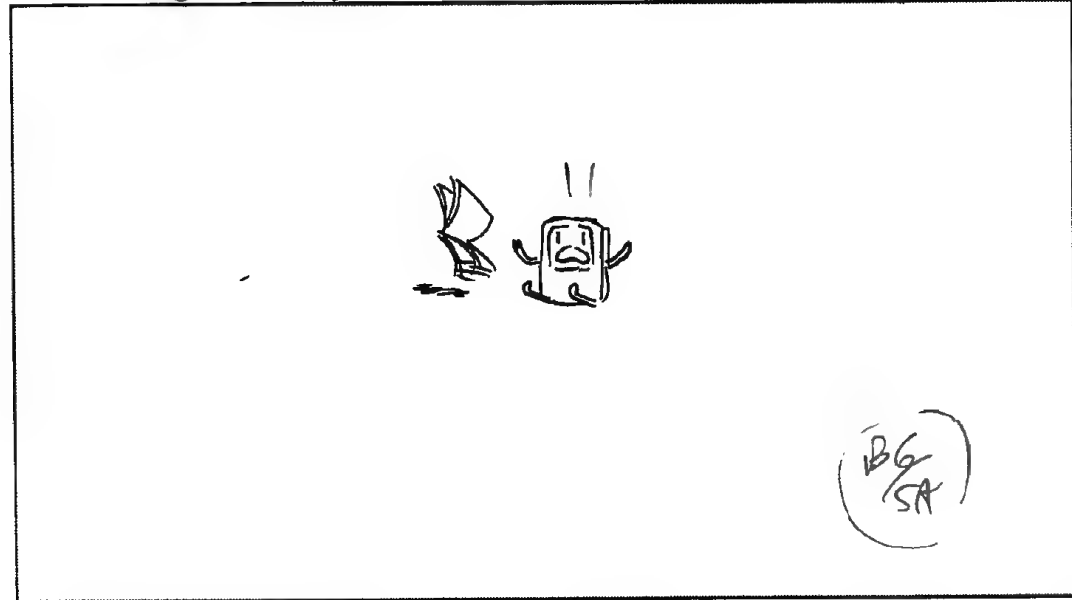


Page **110**

Sc. **68 cont** Pnl. **B** Bg. day night



Sc. **68 cont** Pnl. **C** Bg. day night



Dialog:

**BMO** AAAHH!

Action:

-BMO LOOKS UP FROM BOOK.

-BMO TOSSES BOOK  
IN FRIGHT.

FEB 25 2016

Timing:



EPISODE # 1042-248

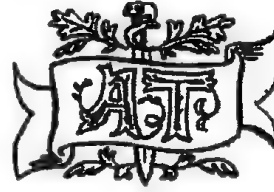
Production :

1042 248

1042 248

1042 248

# ADVENTURE TIME



Page 111  
day night

111 A NEXT

Sc.

68 cont

Pnl.

D

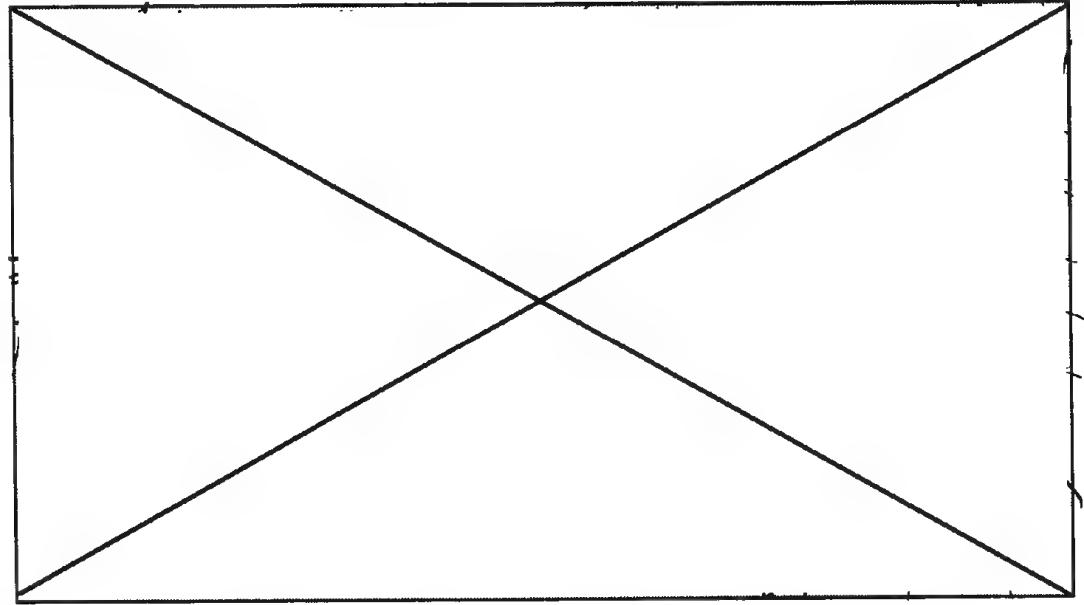
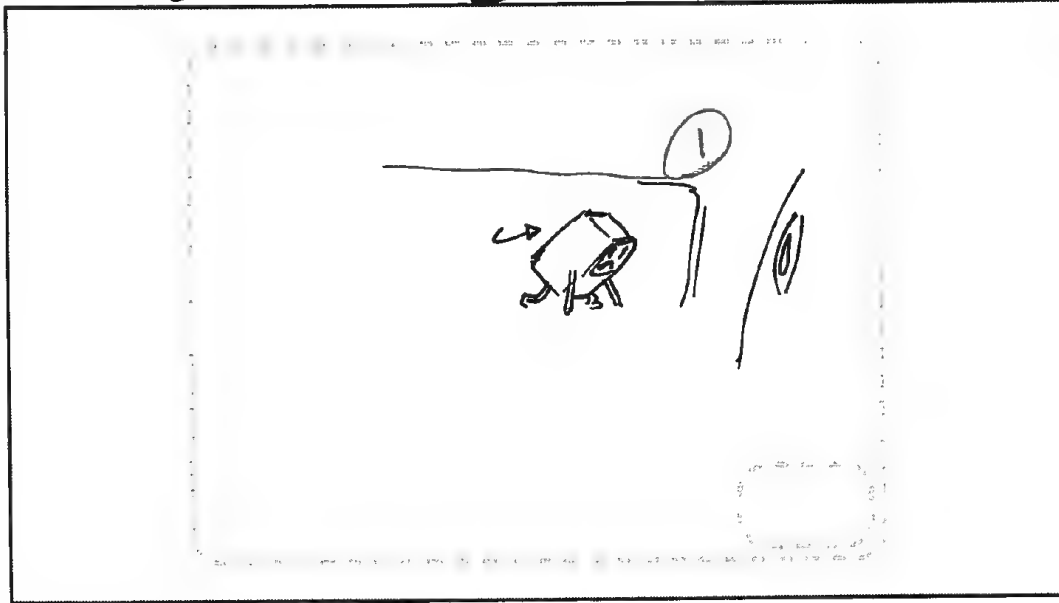
Bg.

day night

Sc.

Pnl.

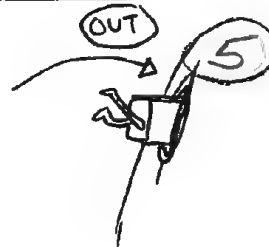
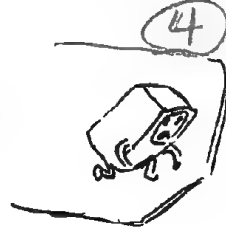
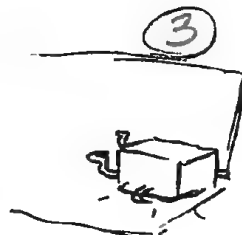
Bg.



Dialog:

(BMO) \* panicky stumbling noises \*

Action:



- ADJUST w/ JUMPING MOTION

- BMO JUMPS  
INTO KNOT HOLE.

FEB 25 2016

Timing:

Production :

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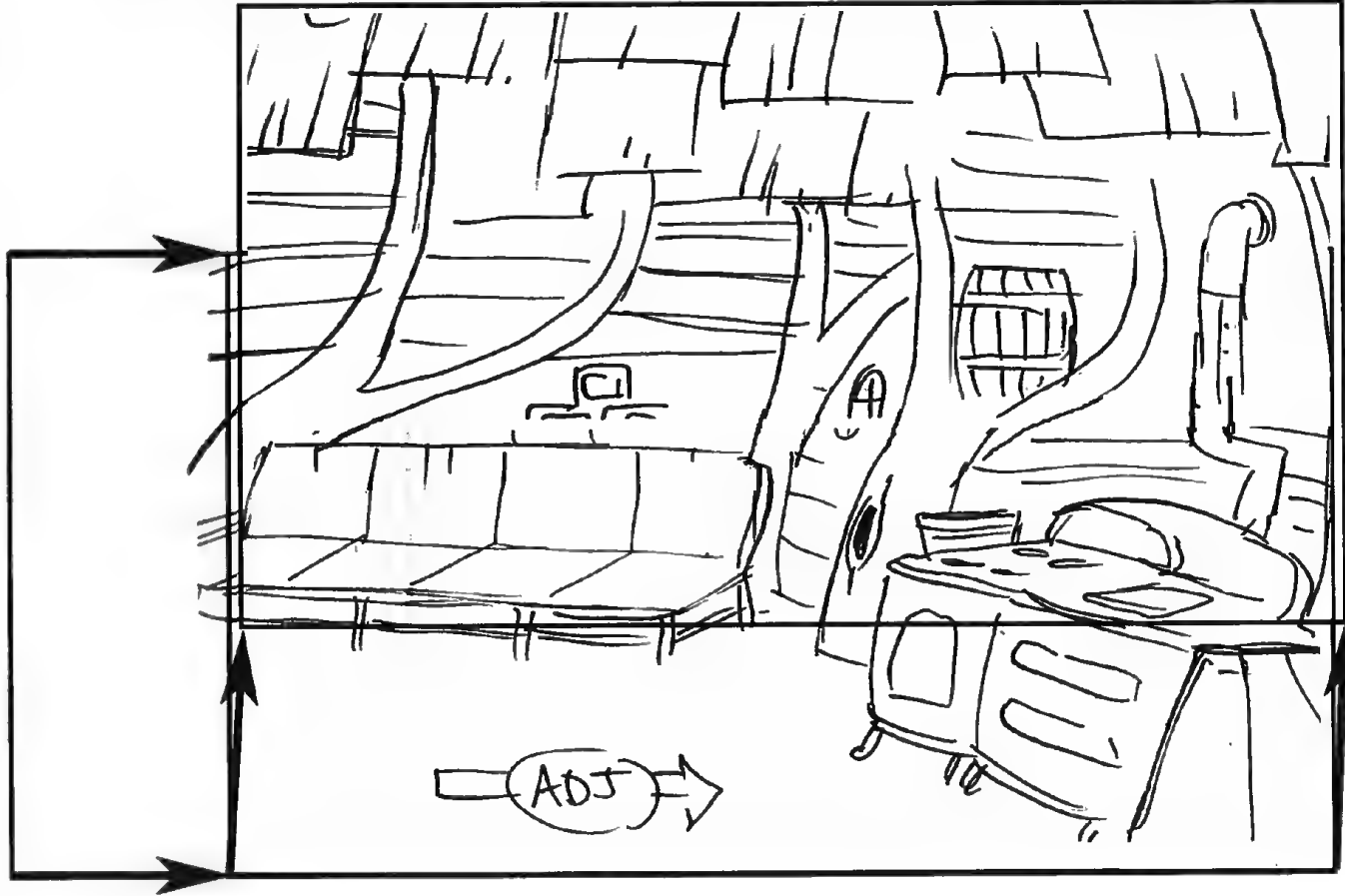
1042 248

# ADVENTURE TIME



Page 111A  
112 NEXT

Sc. 68 *cont* Pnl. E Bg. day night



Dialog:	(SFX) * BMO scampering through the walls *
Action:	- ADJUST w/ JUMPING MOTION - PAN UP AS BMO GLIMBS QUICKLY INSIDE OF WALL.
Timing:	FEB 25 2016

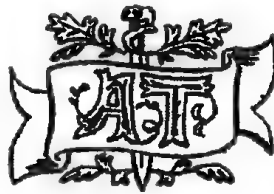
EPISODE # 1042-248

Production:

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1042 248

ADVENTURE TIME



Page 112

Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night
<u>69</u>	<u>A</u>			

Dialog:	<u>(GF:) BMO?</u>
Action:	
Timing:	

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Production :

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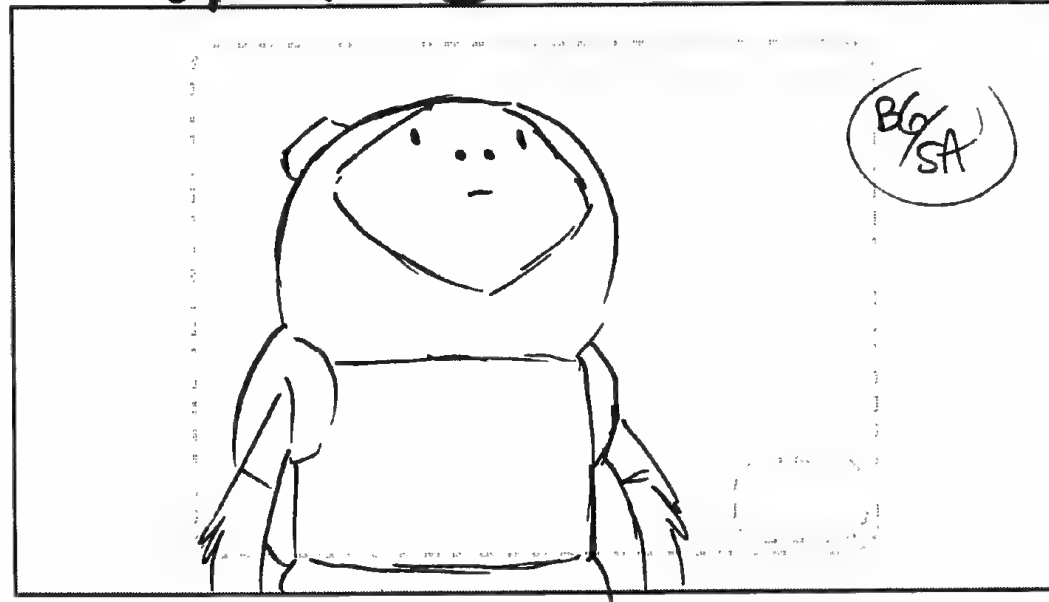
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# ADVENTURE TIME

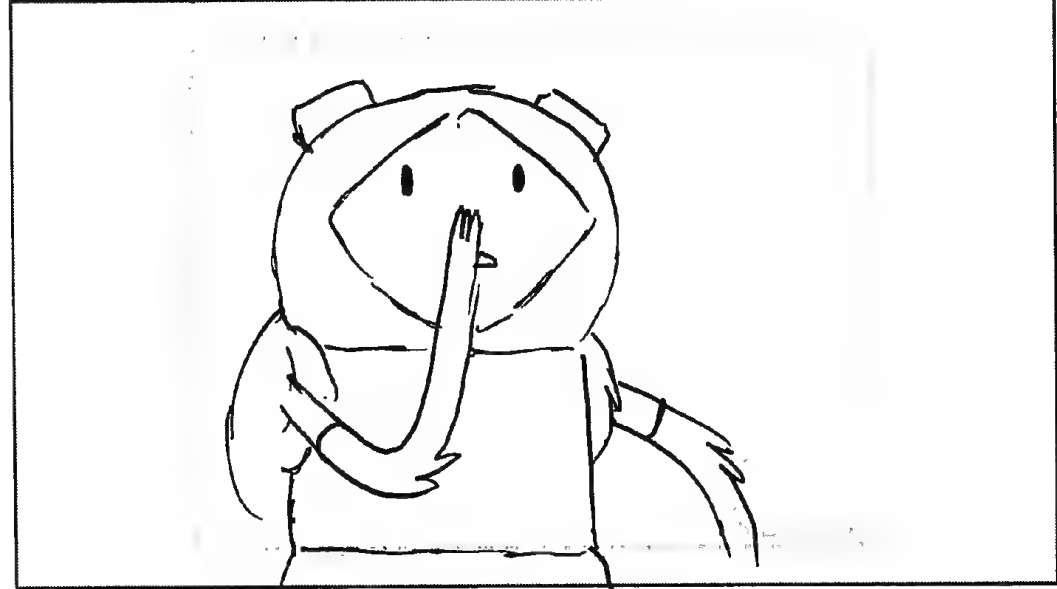


Page **113**

Sc. **69 CONT Pnl. B** Bg. day night



Sc. **69 CONT Pnl. C** Bg. day night



Dialog:

**SFX:** ≡ POP ≡

Action:

• • • • •  
1 2 3 4 5 6 7

- G.F. FORMS NOSTRILS.

- G.F. TOUCHES NOSE.

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# ADVENTURE TIME



Page **114**

Sc.

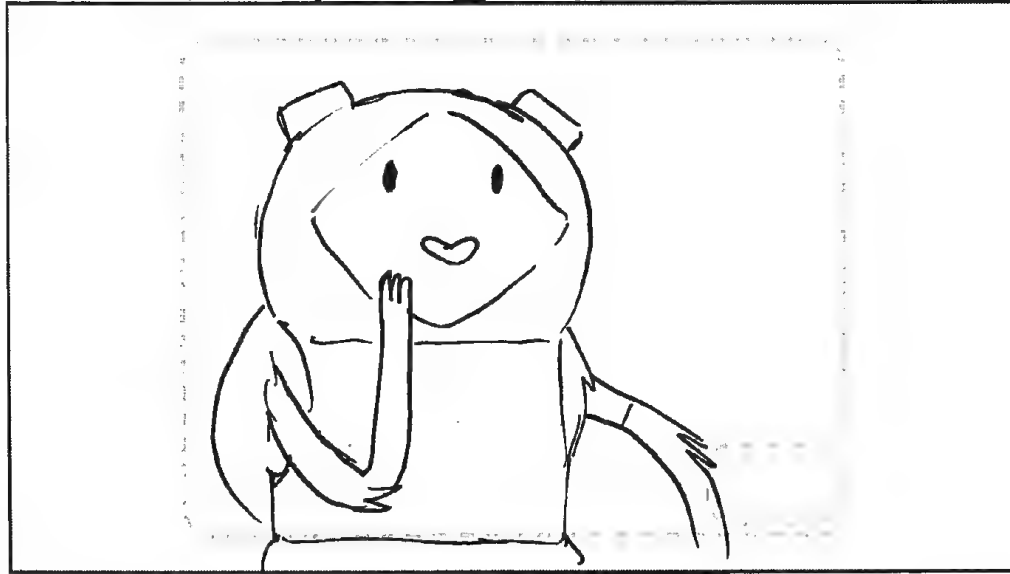
**69 CONT**

Pnl.

**D**

Bg.

day night



Sc.

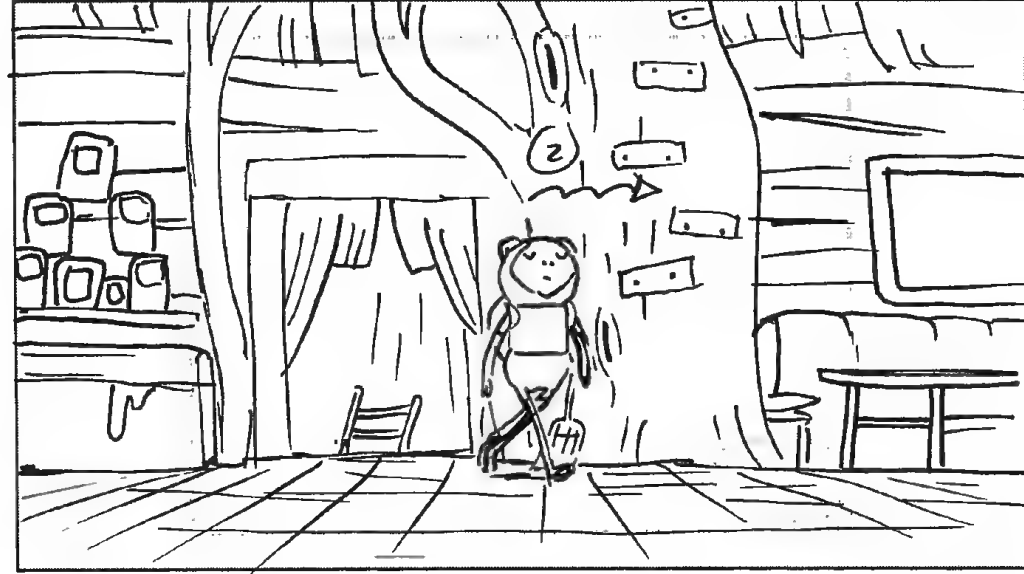
**70**

Pnl.

**A**

Bg.

day night



Dialog:

(GF) oh hey - my nose is back!

(GF) \* SNIFF SNIFF \*

Action:



- G.F. CLOSSES EYES,  
SNIFFS AIR AS HE  
WALKS FORWARD

Timing:

FEB 25 2016

EPISODE # 1042-248

Production :

1042 248

1042 248

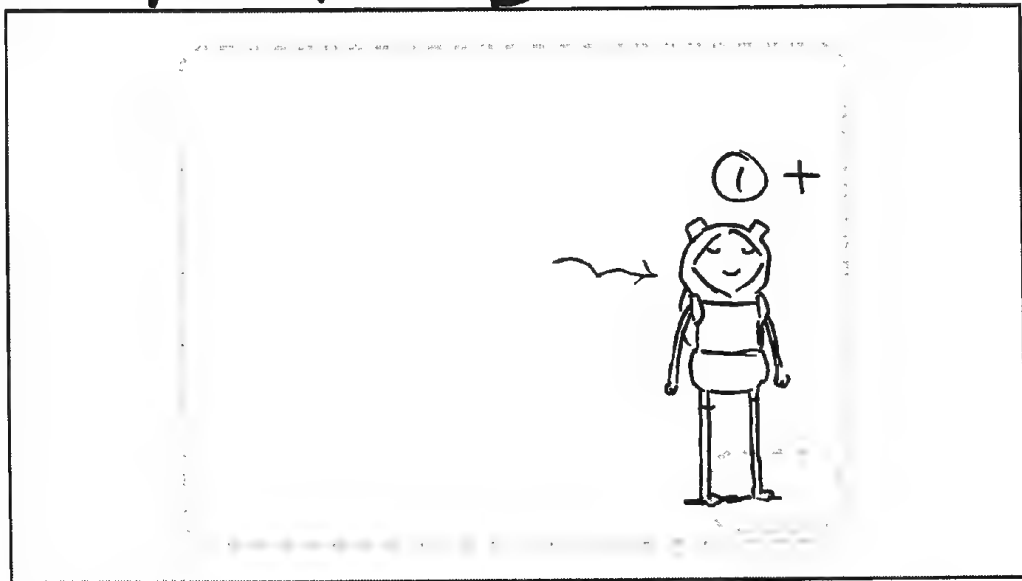


# ADVENTURE TIME

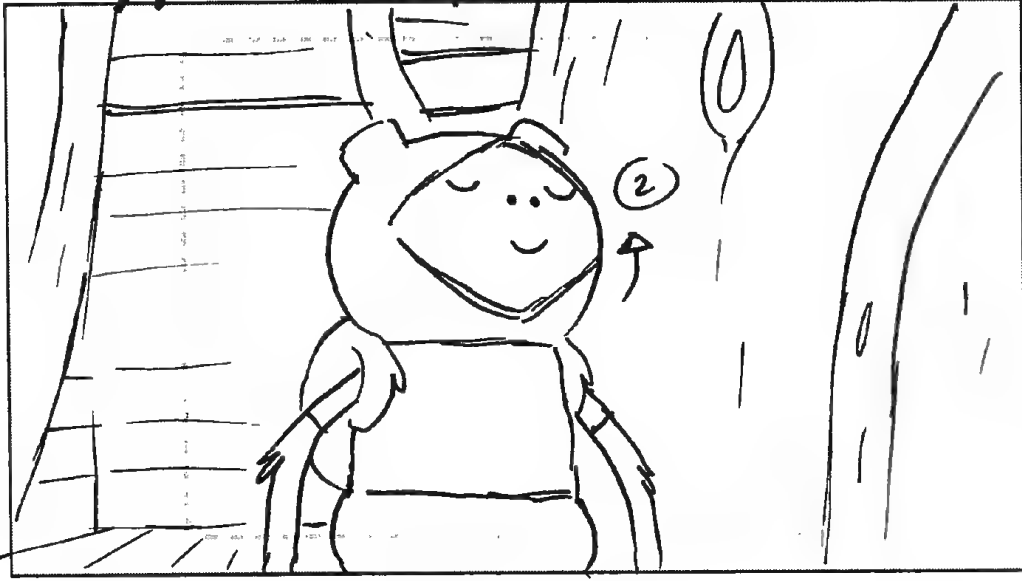


Page **115**

Sc. **70 cont** Pnl. **B** Bg. day night



Sc. **71** Pnl. **A** Bg. day night



Dialog:	(GF) (1): mmm - (2): stinks good in here.	(F:) * sniff sniff *
Action:	(2) - GF COMES TO A STOP.	(1)
Timing:		FEB 2 5 2016

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Production :

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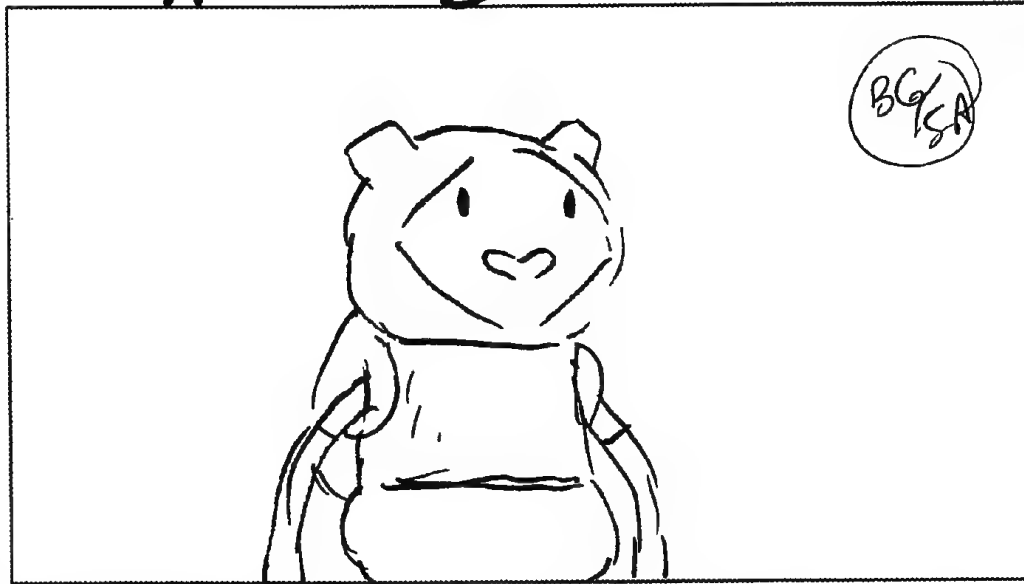
1042 248

# ADVENTURE TIME

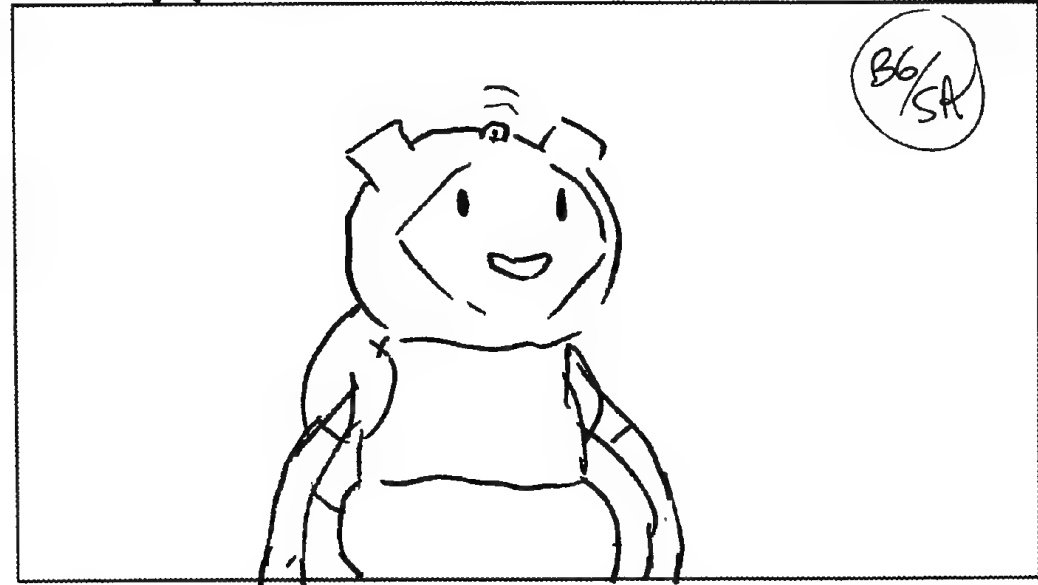


Page 116

Sc. 71 cont Pnl. B Bg. day night



Sc. 71 cont Pnl. C Bg. day night



Dialog:

(GF) I got that  
"big boy" musk: \_\_\_\_\_

Action:

Timing:

- ① ~~~~~
- ② ~~~~~
- ③ ~~~~~

(GF:) Socks,  
trash,  
butt,

(mushroom starts  
growing)

OUT OF HEAD.

FEB 25 2016

EPISODE # 1142-248

Production :

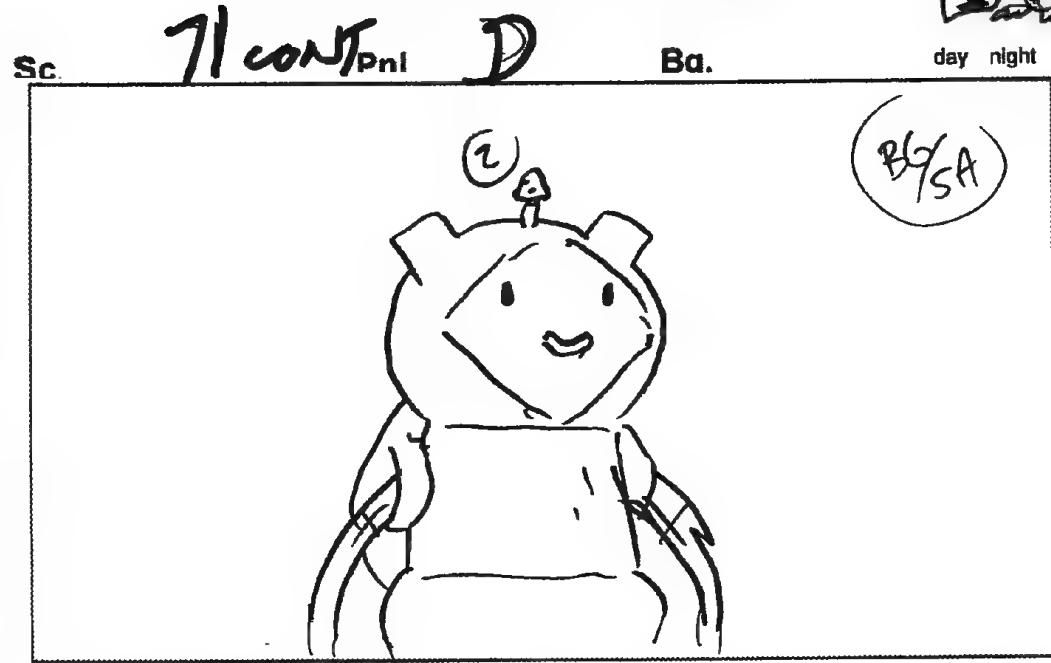
1042 248

1042 248

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1042 248

# ADVENTURE TIME



Dialog:

(GF) All the stinks of home (2)  
(SFX) (2) : SHMP :

(GF:) Hahz, hey, →

Action:

- G.F. NOTICES MUSHROOM.



- ① mushroom is bent & deflated
- ② mushroom inflates with a sudden rubbery spring.
- ③ mushroom settles.

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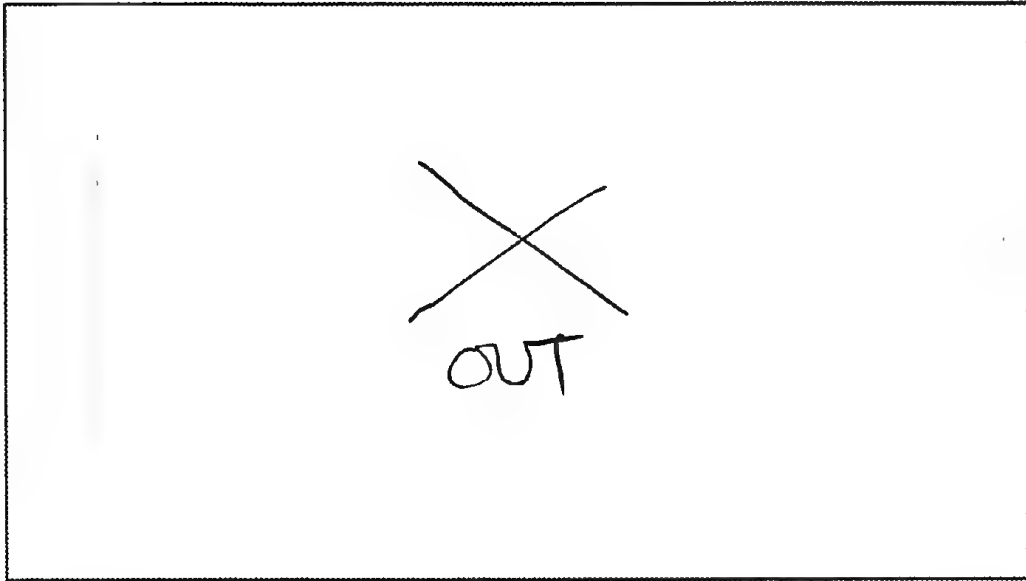
ADVENTURE TIME



Sc. *TV cont* Pnl. *F* Bg. day night



Sc. Pnl. Bg. day night



EPISODE # 1042-248

1042 248

Dialog:	<i>(G:) Whatz you doin'?</i>		
Action:	<i>- G.F. REACHES UP.</i>		
Timing:			<i>FEB 25 2016</i>

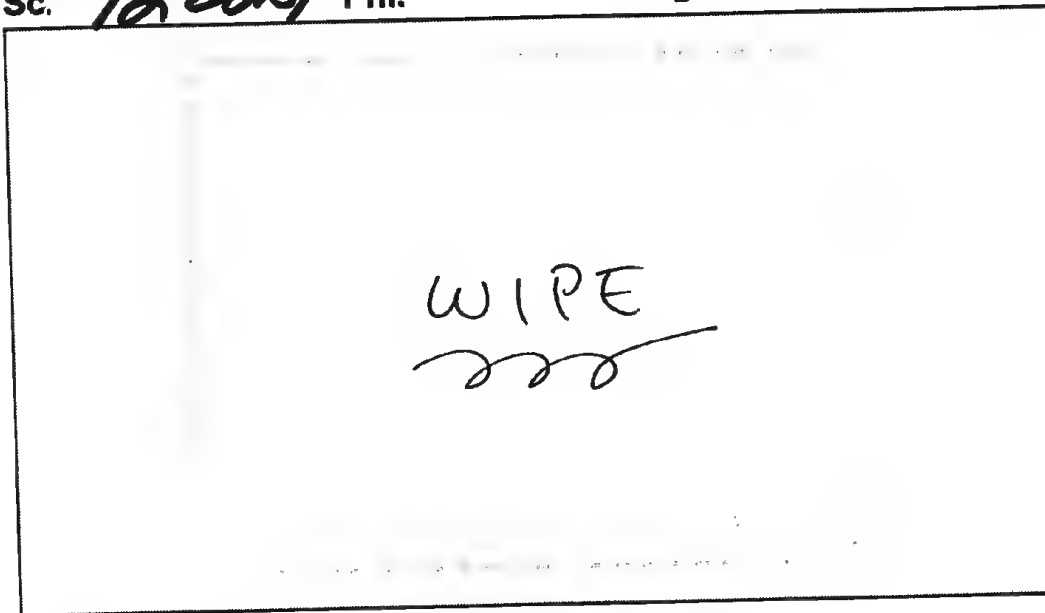
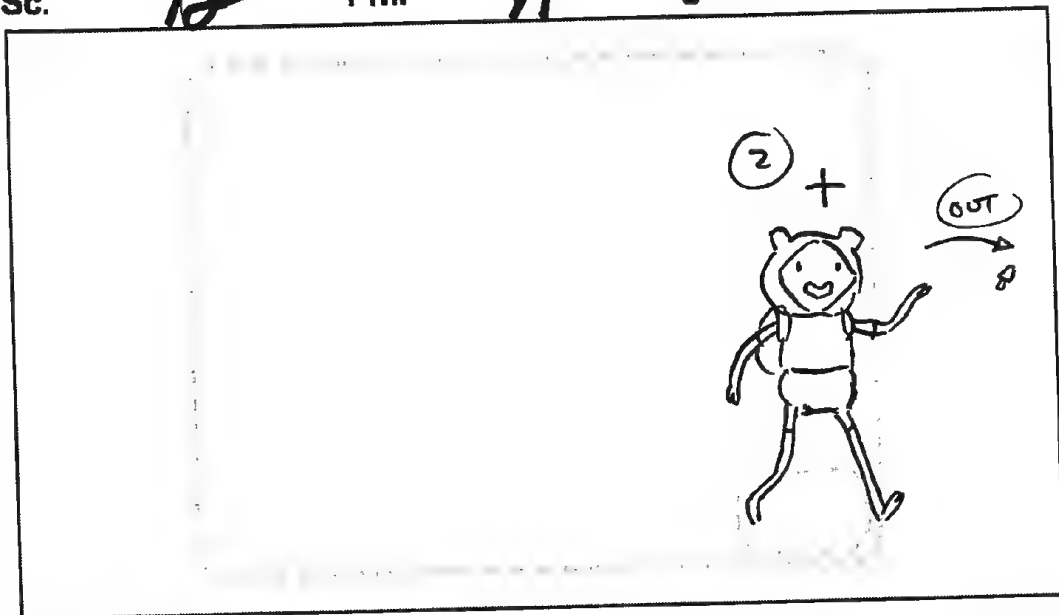
Production :

# ADVENTURE TIME



Page **119**

Sc. **72** Pnl. **A** Bg. day night Sc. **72 cont** Pnl. Bg. day night



Dialog: **(GF)** Get outta here! :haha:

Actor

Timing



- GF PLUCKS MUSHROOM AND TOSSES IT OFF/S.

- GF WALKS OFF/S.

FEB 25 2018

EPISODE # 1042-248

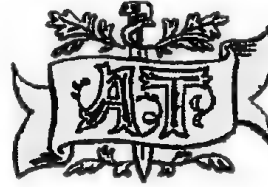
Production :

1042 248

1042 248

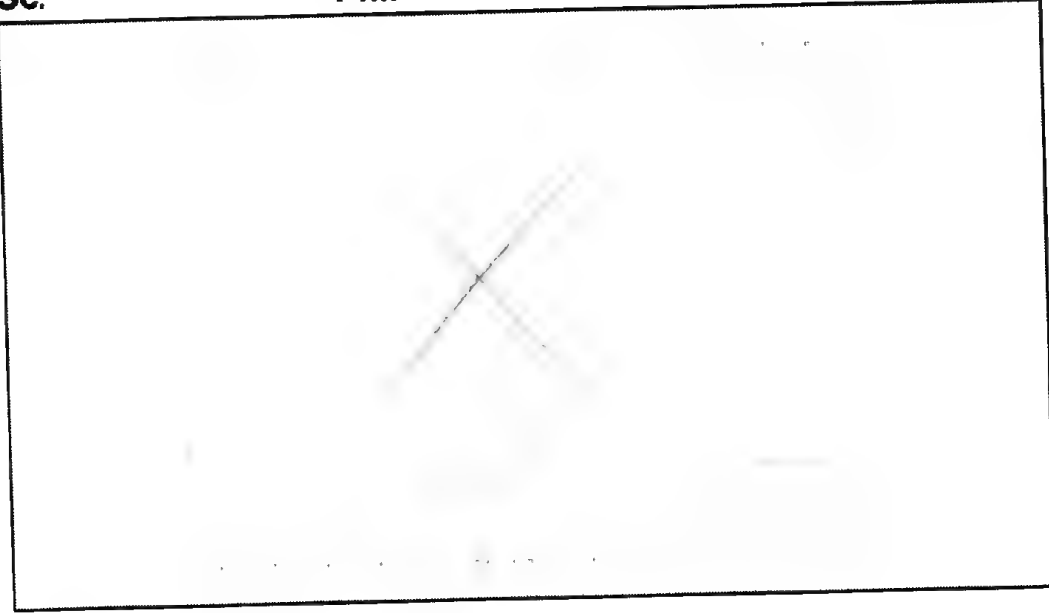
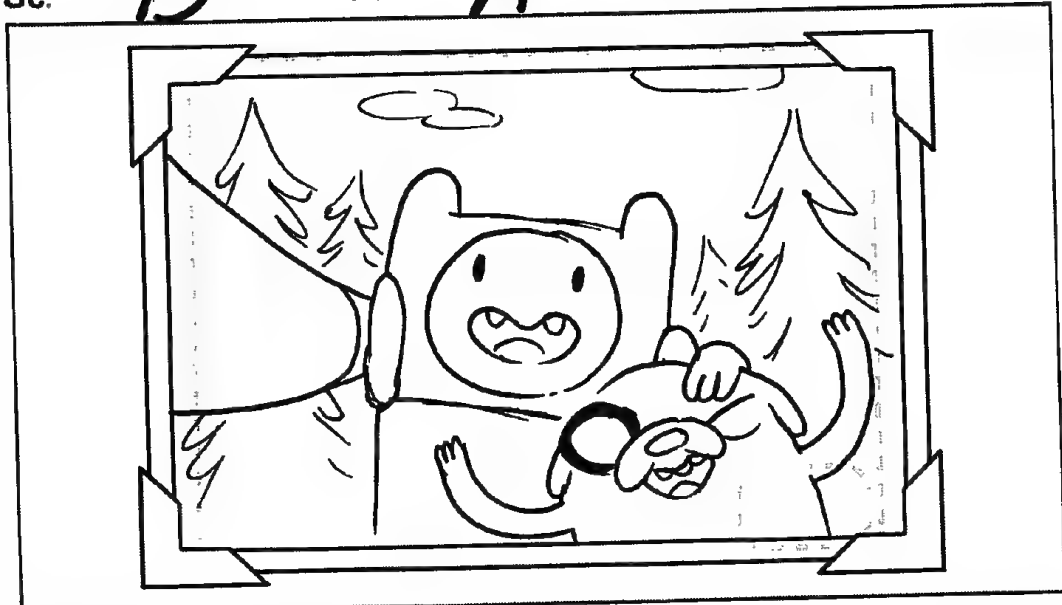
1042 248

# ADVENTURE TIME



Page **120**

Sc. **7B** Pnl. **A** Bg. day night Sc. Pnl. Bg. day night



Dialog: **GF: OS.** Haha - man, I remember that day :CHOMP:

Action: -CU OF PHOTOGRAPH

FEB 25 2016

Timing:

EPISODE # 1042-248

Production :

1042 248

1042 248

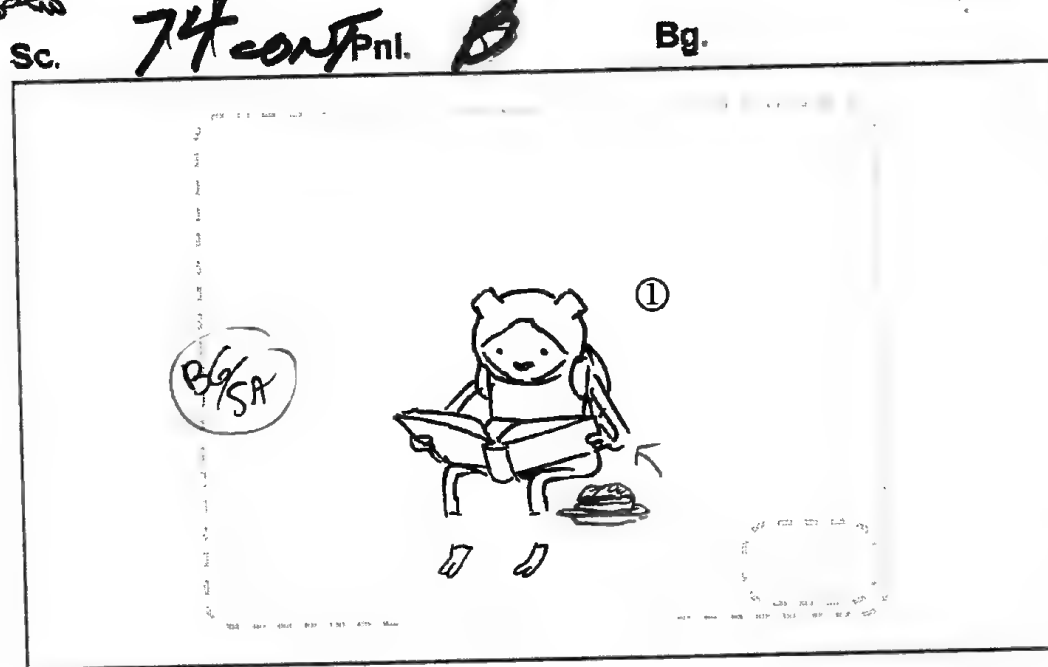
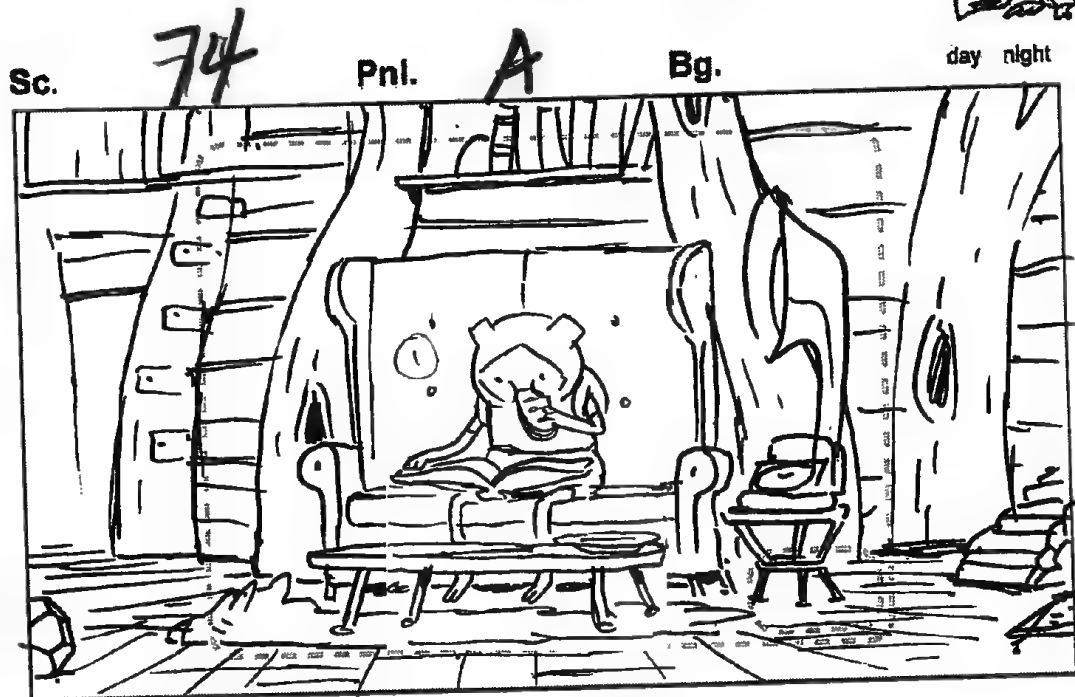
1042 248

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# ADVENTURE TIME



Page 121



Dialog:

(GF) : chew chew swallow

(GF) : That was when BMO lost control of the tank.

Action:

- GF TAKES BITE OF SANDWICH THEN PUTS IT DOWN.

Timing:



FEB 25 2016

Production :

EPISODE # 1042-248

1042 248

1042 248

1042 248

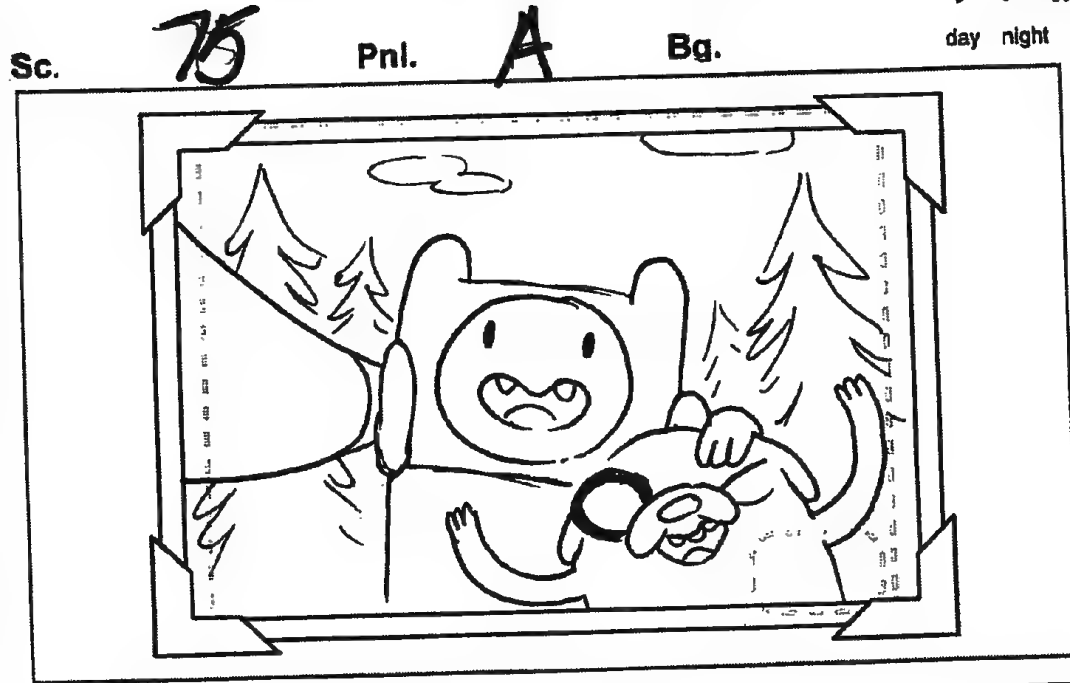
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# ADVENTURE TIME



Page **122**  
No **122**

Dialog:

Action:

-PAN S. TO NEXT PHOTO

FEB 25 2016

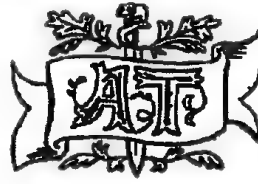
Timing:

EPISODE # 1042-248  
Production :

1042 248

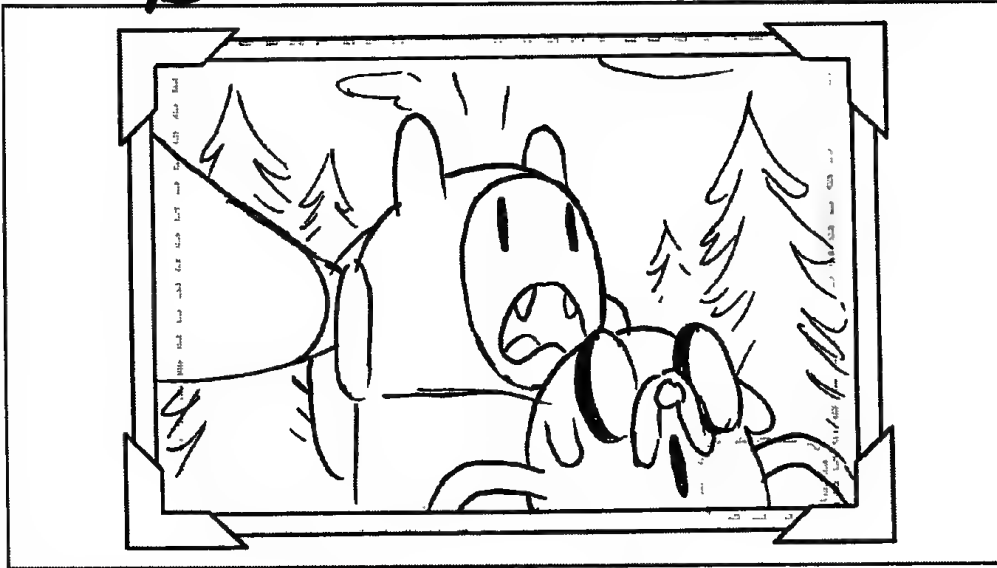
1042 248

# ADVENTURE TIME

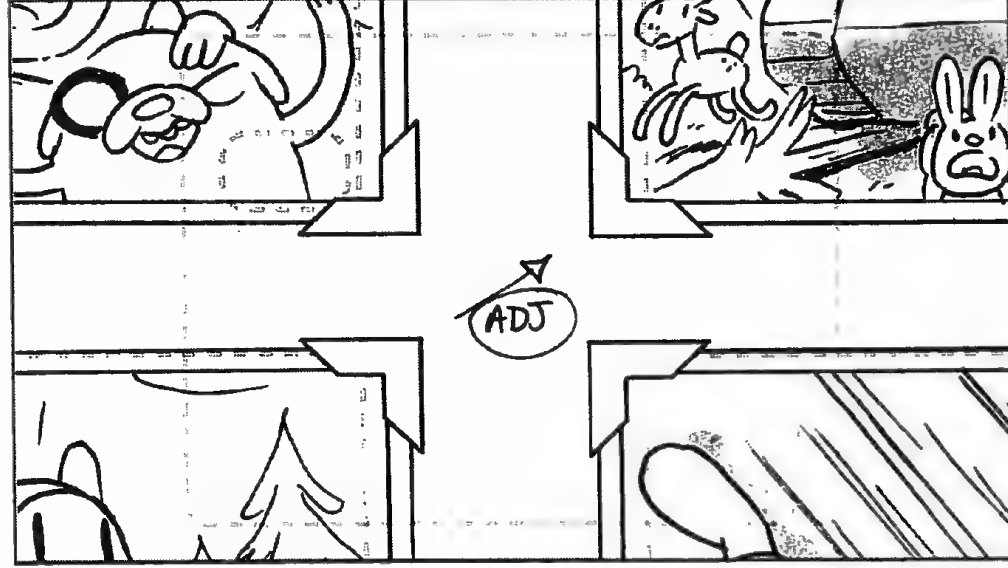


Page **134**

Sc. **75 cont Pnl. C** Bg. day night



Sc. **75 cont Pnl. D** Bg. day night



EPISODE # 1042-248

Production :

Dialog:	(GF OS) : heh heh : ( BEAT )
Action:	-PAN N.E. TO NEXT PHOTO.  FEB 2 5 2016
Timing:	

1042 248

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# ADVENTURE TIME



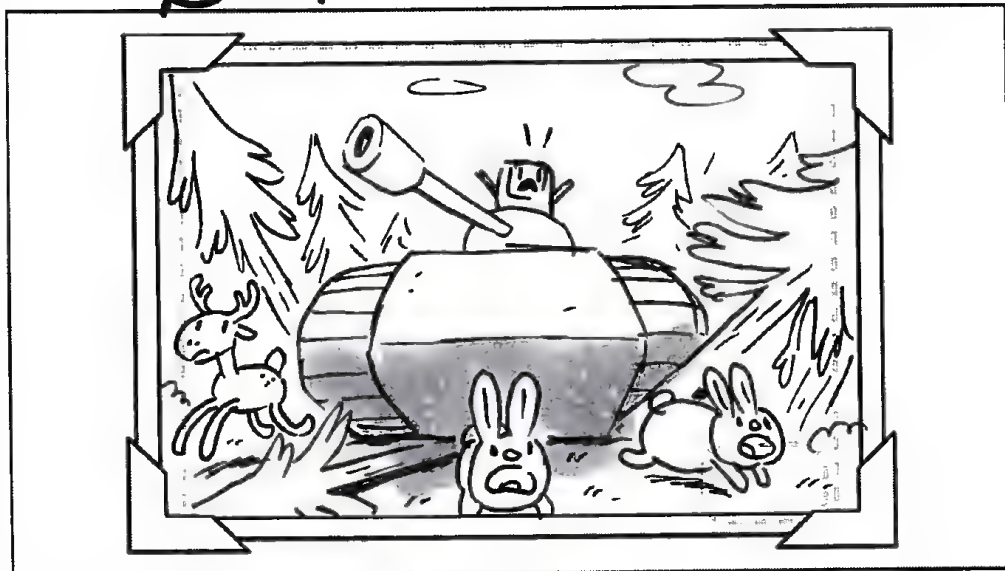
Page **125**

Sc.

**75 cont** Pnl. **E**

Bg.

day night

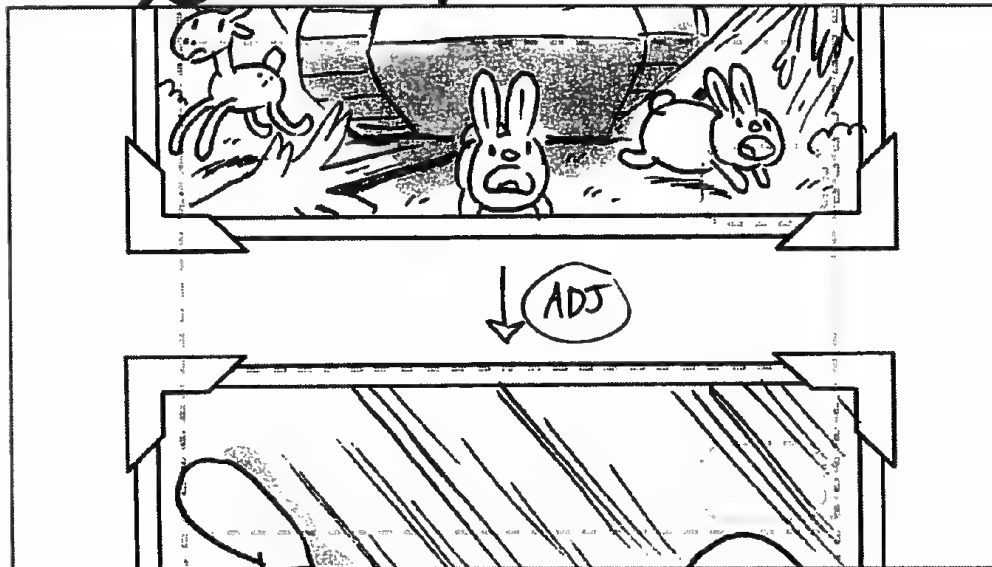


Sc.

**75 cont** Pnl. **F**

Bg.

day night



Dialog:

(GF OS)  
(wistful)

ah...

(BEAT)

Action:

-PAN S. TO NEXT PHOTO.

FEB 25 2016

Timing:

1042-248

EPISODE #

Production :

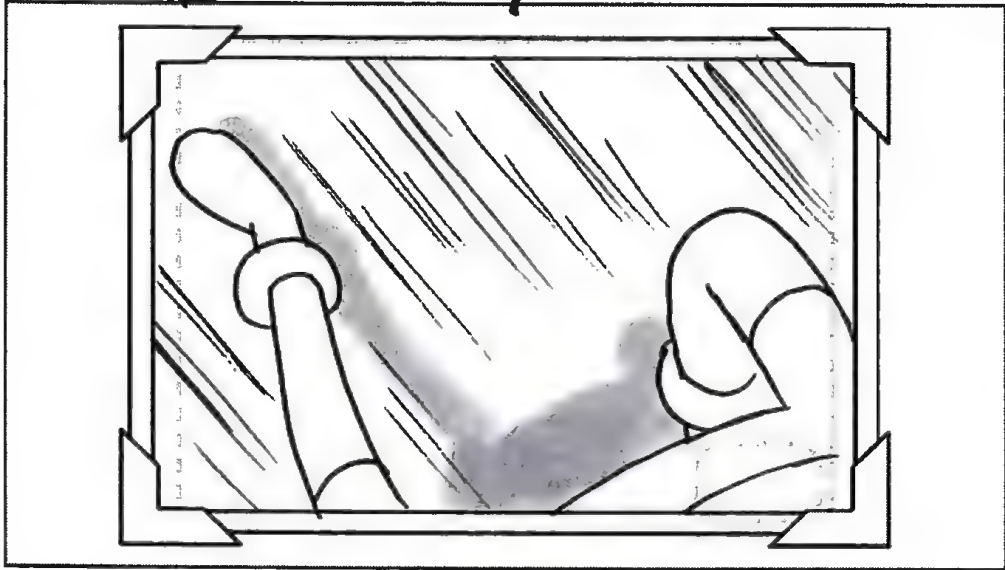
1042 248

1042 248

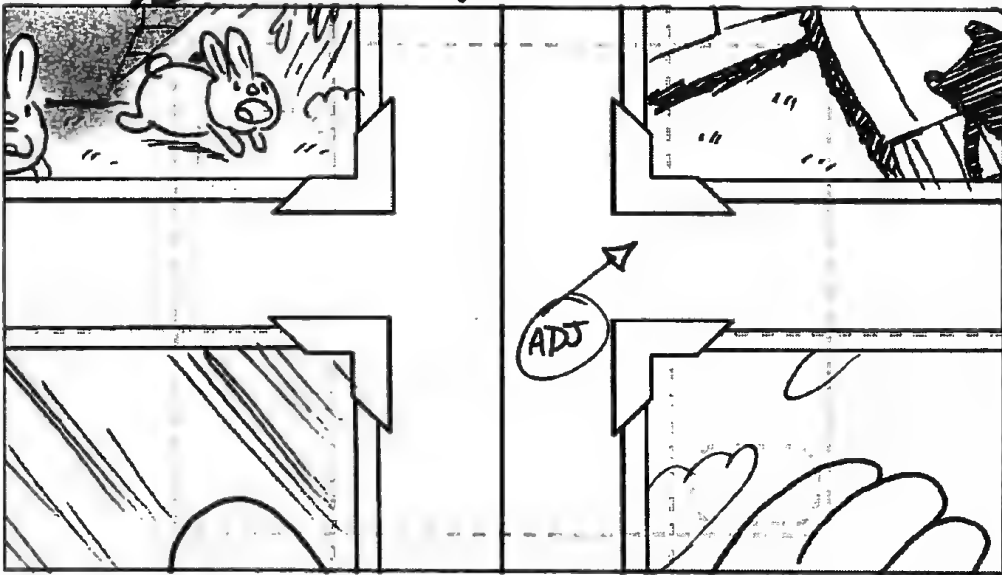
ADVENTURE TIME



Sc. 75 cont Pnl. G Bg. day night



Sc. 75 cont Pnl. H Bg. day night



Dialog:	GF OS mm-hm... (BEAT)
Action:	- PAN N.E. TO NEXT PHOTO.
Timing:	FEB 25 2016

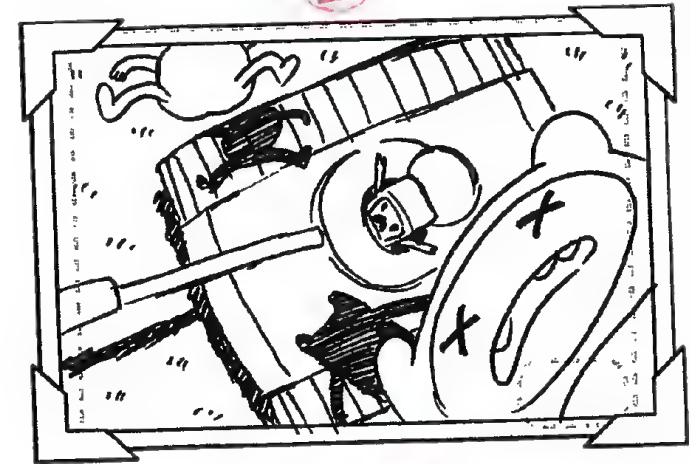
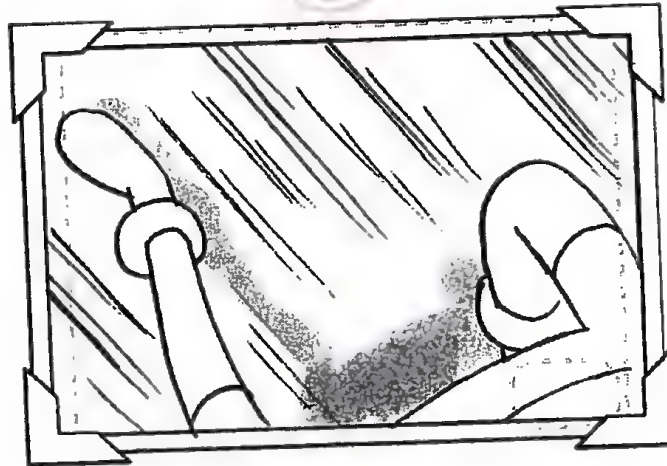
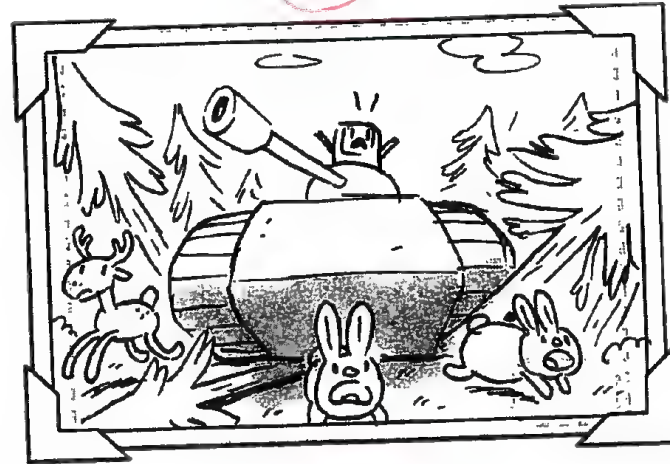
Production : 1042-248 EPISODE # 1042-248



Sc. 15 cont  
Pnl.

BG. BACKGROUND REF

1042 248



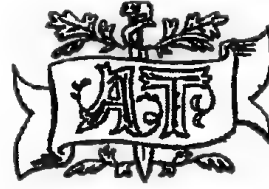
1042-248

1042 248

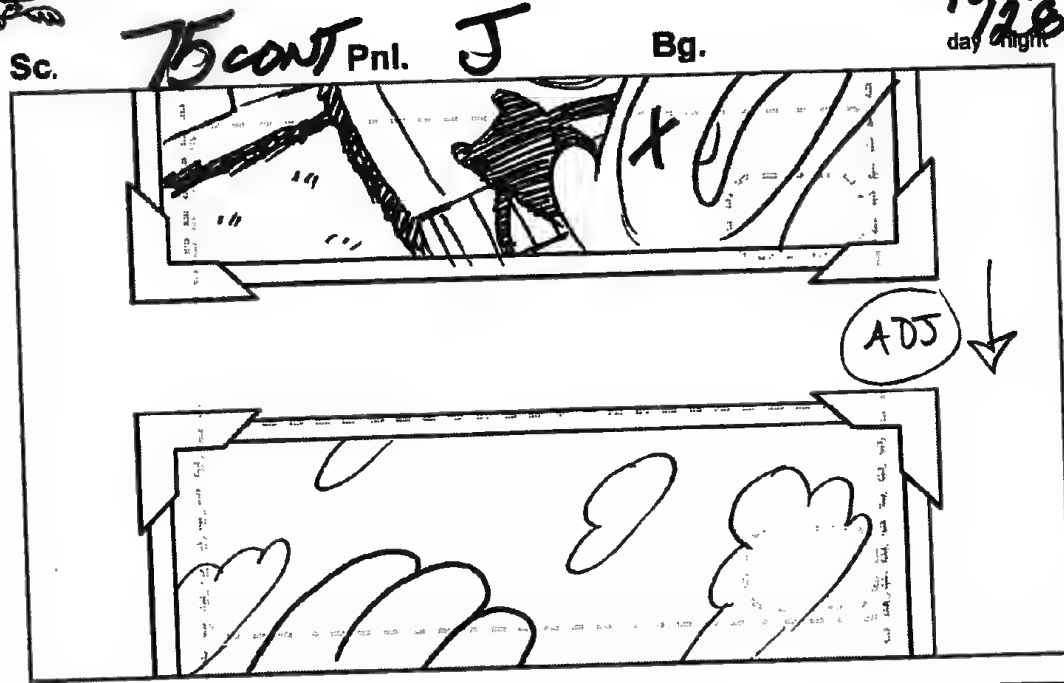
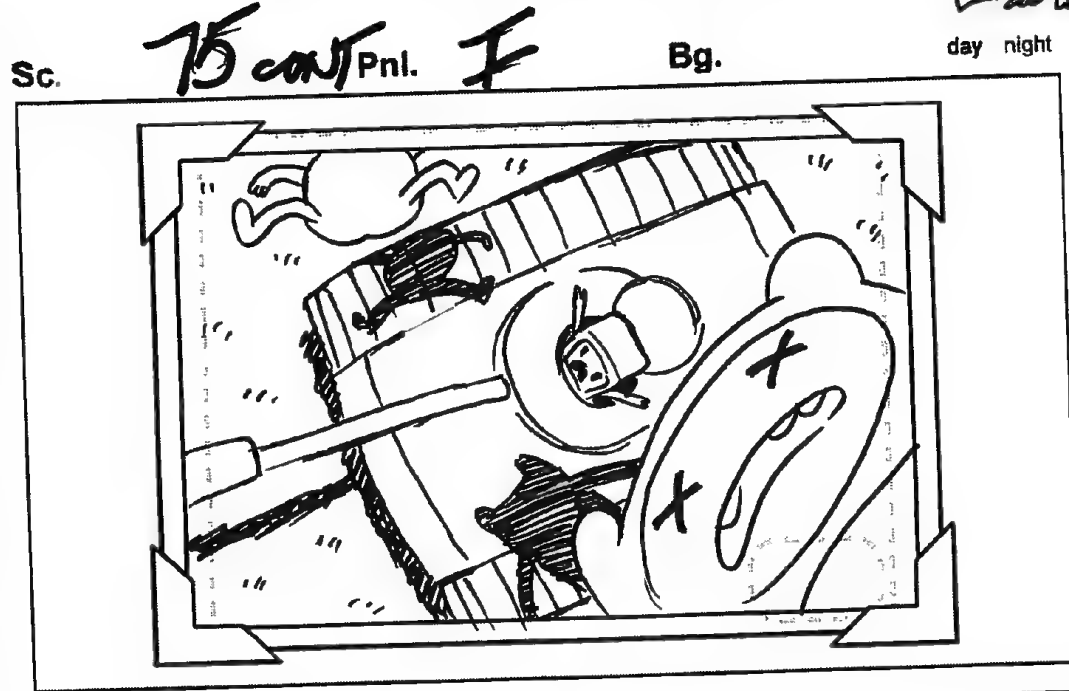
FEB 25 2016

1042 248

# ADVENTURE TIME



Page **127A**  
**128 NEXT**  
day night



Dialog:

-BEAT-

**GF** **OS** : haha : , ->

Action:

-PAN S. TO NEXT PHOTO.

FEB 25 2016

Timing:

EPISODE # 1042-248

Production :

1042 248

1042 248

1042 248

1042 248

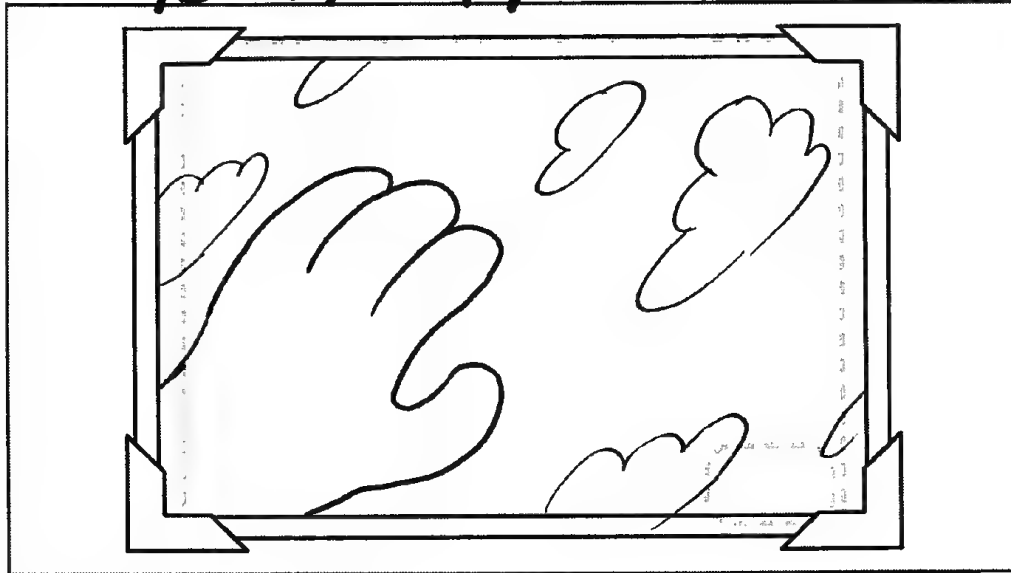
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# ADVENTURE TIME

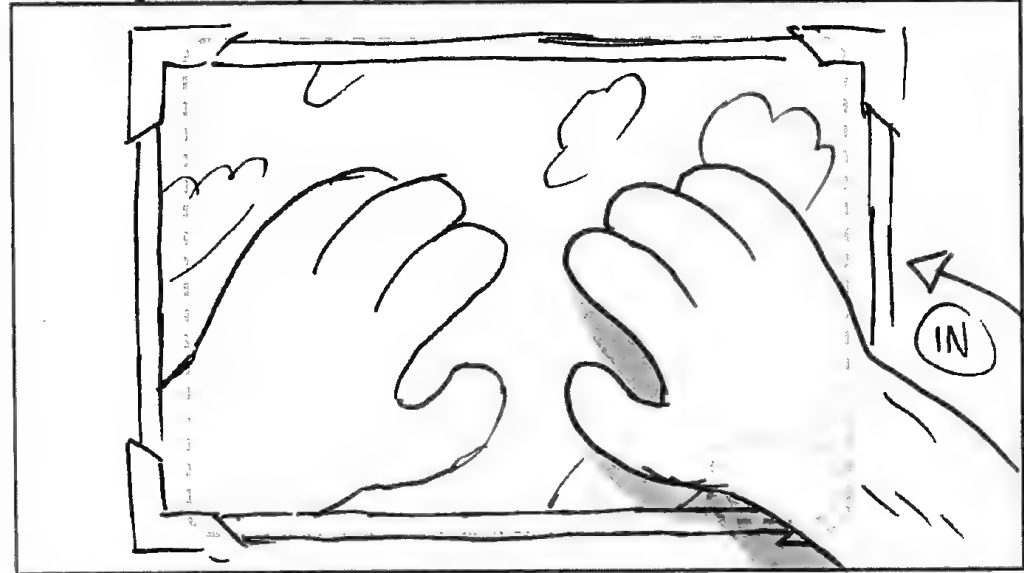


Page **128**

Sc. **75 cont** Pnl. **K** Bg. day night



Sc. **75 cont** Pnl. **L** Bg. day night



Dialog:

(G.F.) OS: → ...ah...  
(nostalgic)

- BEAT -

Action:

- G.F. PUTS HAND ON PHOTO  
(GRASS-HAND MIRRORS PHOTO HAND)

Timing:

FEB 25 2016

EPISODE # 1042-248

Production :

1042 248

1042 248



1042 248

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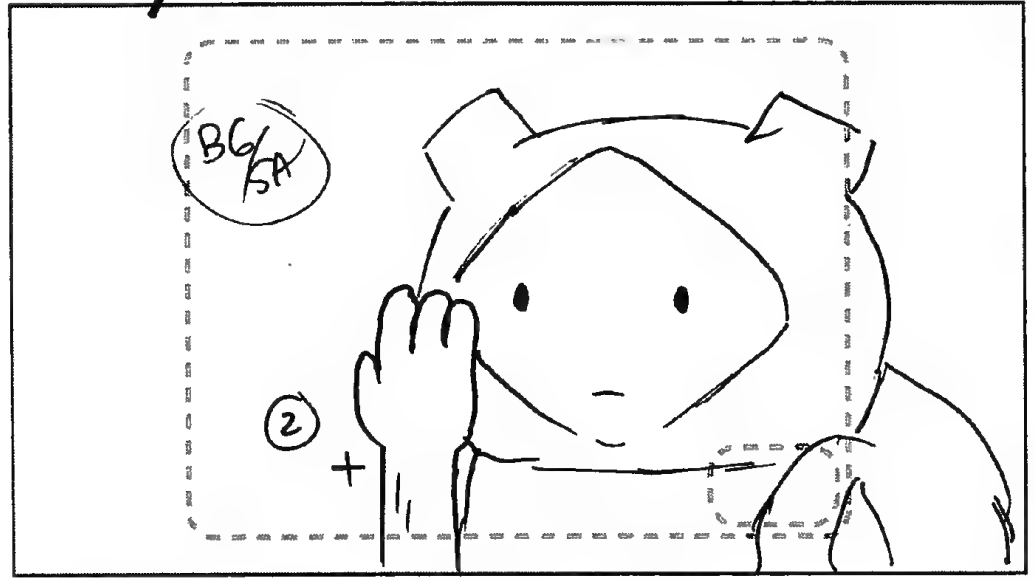
# ADVENTURE TIME

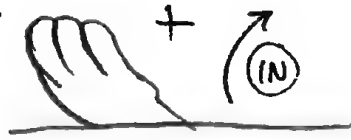


Sc. **76** Pnl. **A** Bg. day night



Sc. **76 cont** Pnl. **B** Bg. day night



Dialog:	
- BEAT -	
Action:	<div></div> <div>- GF HOLDS UP HAND AND EXAMINES IT (NOTICED IT'S GREEN)</div>
Timing:	FEB 25 2016

EPISODE # **1042-248** Production :

1042 248

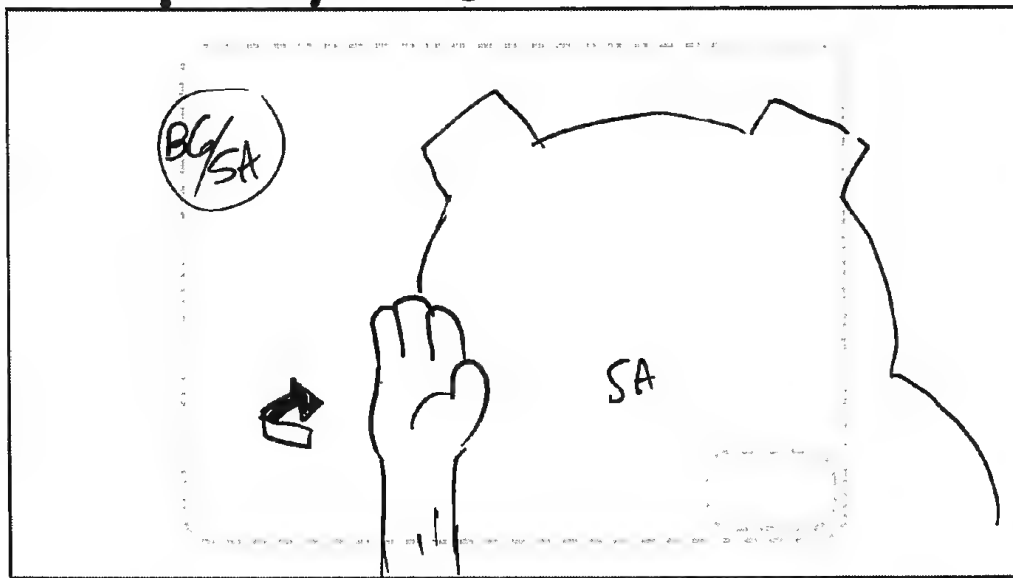
1042 248

# ADVENTURE TIME




Page **130**

Sc. **76 cont** Pnl. **C** Bg. day night



Sc. **77** Pnl. **A** Bg. day night



Dialog:	
Action:	<p>- G.F. TURNS HAND.</p>  <p>FEB 25 2016</p>
Timing:	

EPISODE # 1042-248 Production :

1042 248

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# ADVENTURE TIME



Sc.

77 cont Pnl. B

Bg.

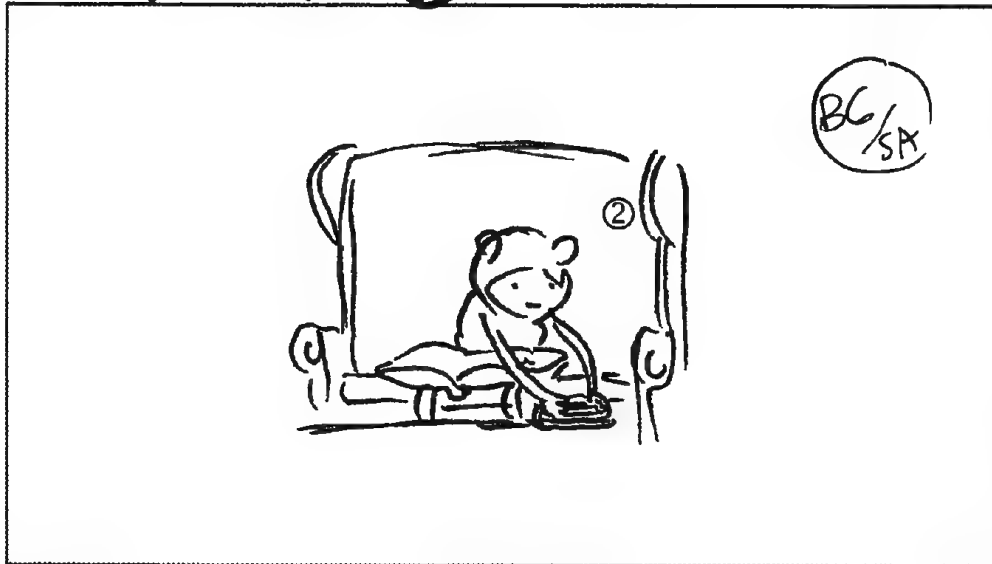
day night

Sc.

77 cont Pnl. C

Bg.

Page 131  
day night



Dialog:	
Action:	- GF REACHES FOR SANDWICH
Timing:	- G.F. TAKES PLATE OUT FROM UNDER SANDWICH. FEB 25 2016



EPISODE # 1042-248

Production :

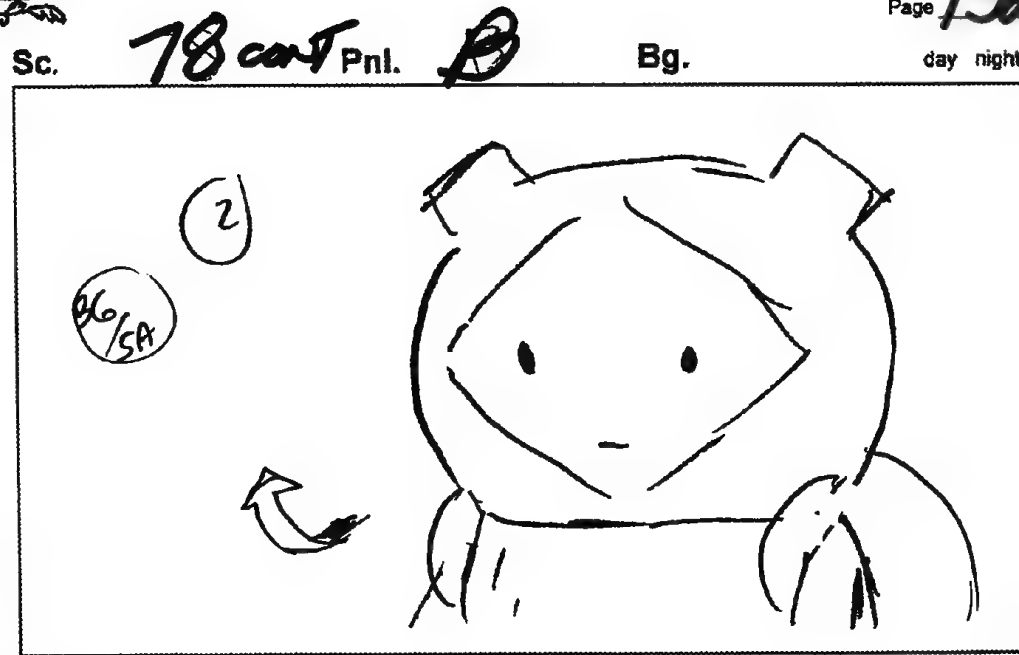
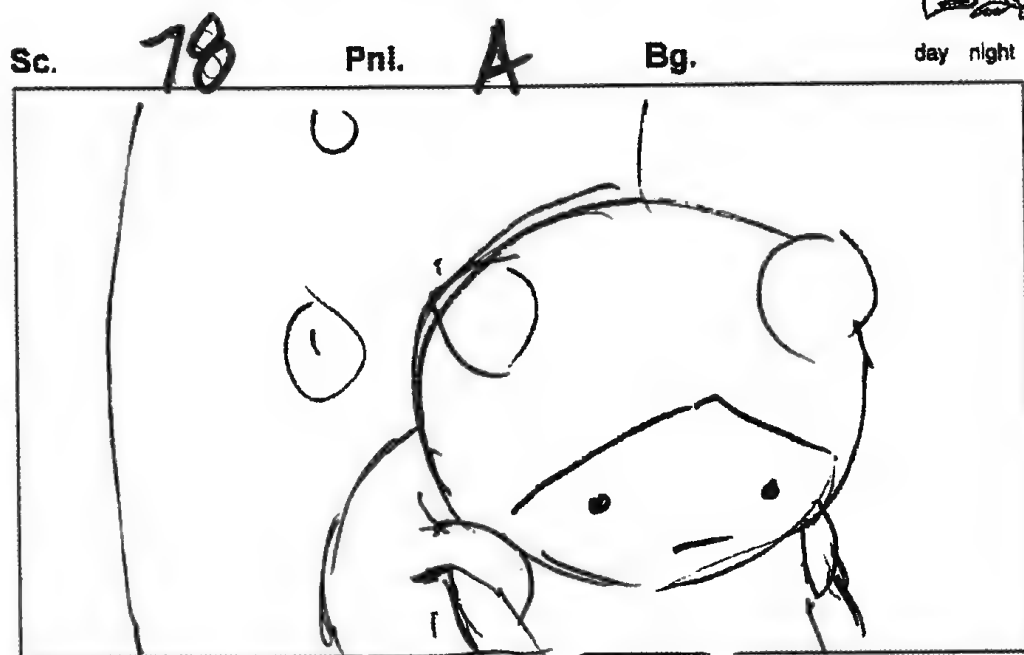
1042 248

1042 248

# ADVENTURE TIME



Page **132**



Dialog:

Action:

Timing:

FEB 25 2016

EPISODE # 1042-248

Production :

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1042 248

1042 248

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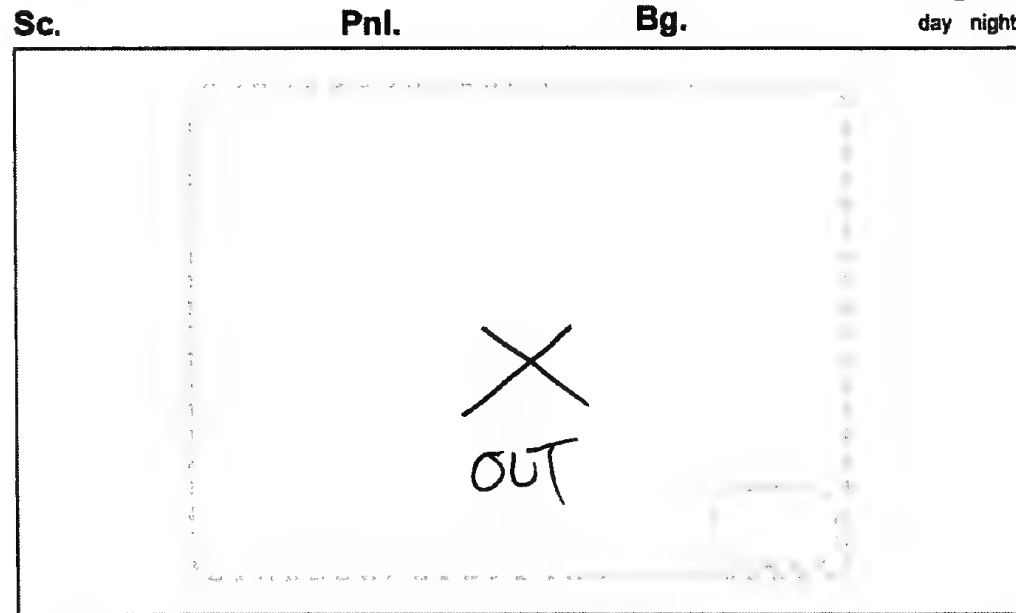
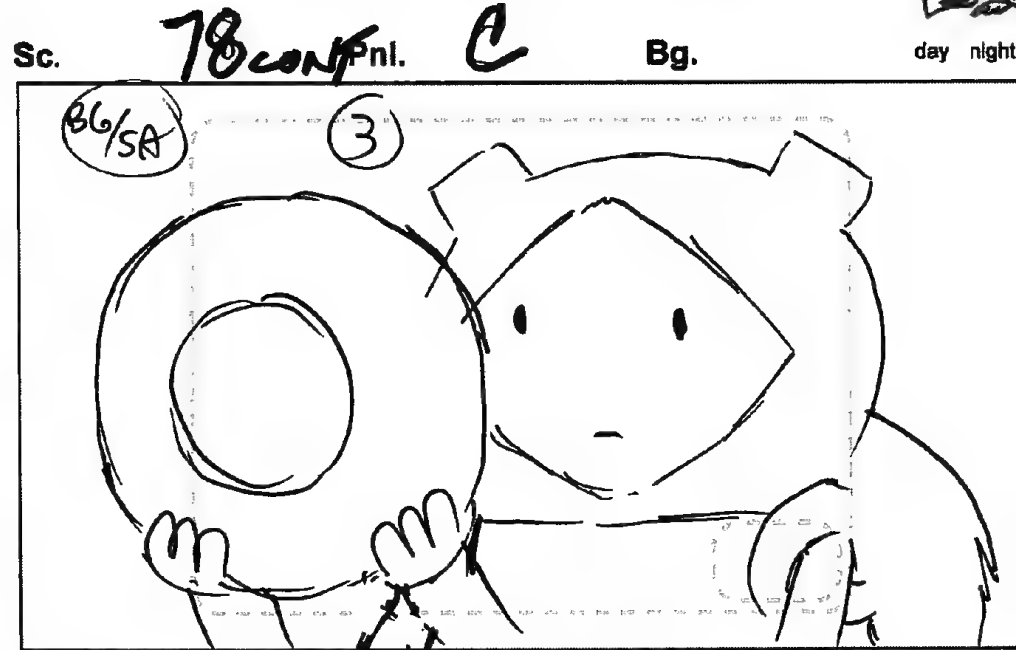
1042 248

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# ADVENTURE TIME



Page 133  
day night



Dialog:

Action:

-G.F. HOLDS UP PLATE.

Timing:

FEB 25 2016

EPISODE # 1042-248  
Production :

1042 248

1042 248

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# ADVENTURE TIME



Sc. **79** Pnl. **A** Bg. day night

Sc. **79 cont** Pnl. Bg. day night

Page **134**

Dialog:	- BEAT -
Action:	FINN BLINKS A COUPLE TIMES AT REFLECTION.
Timing:	

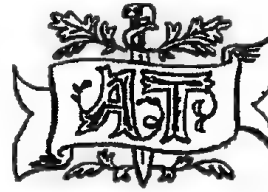
FEB 25 2016

1042-248

EPISODE #

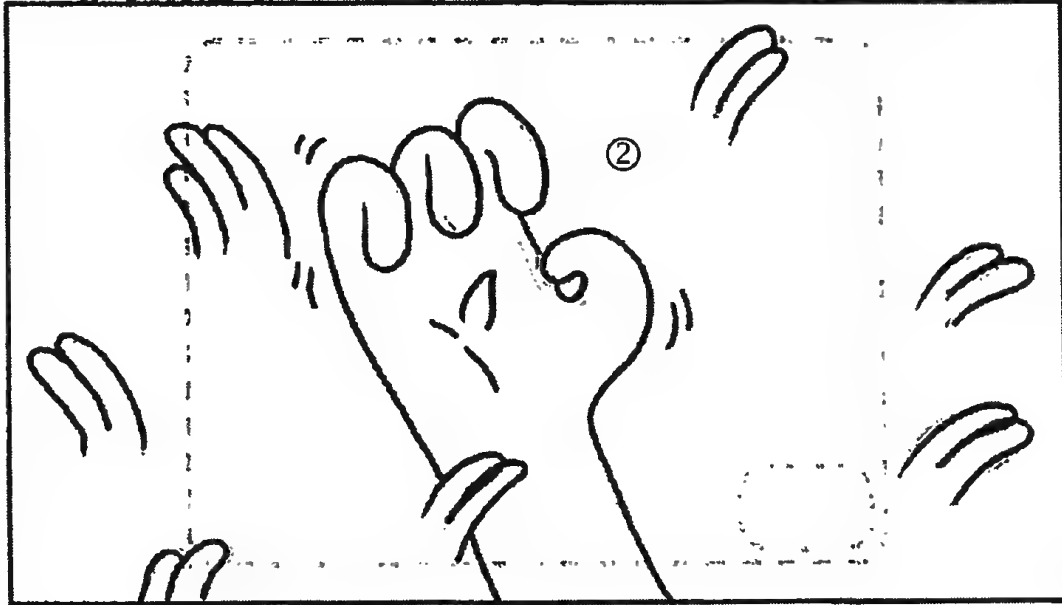
Production :

# ADVENTURE TIME

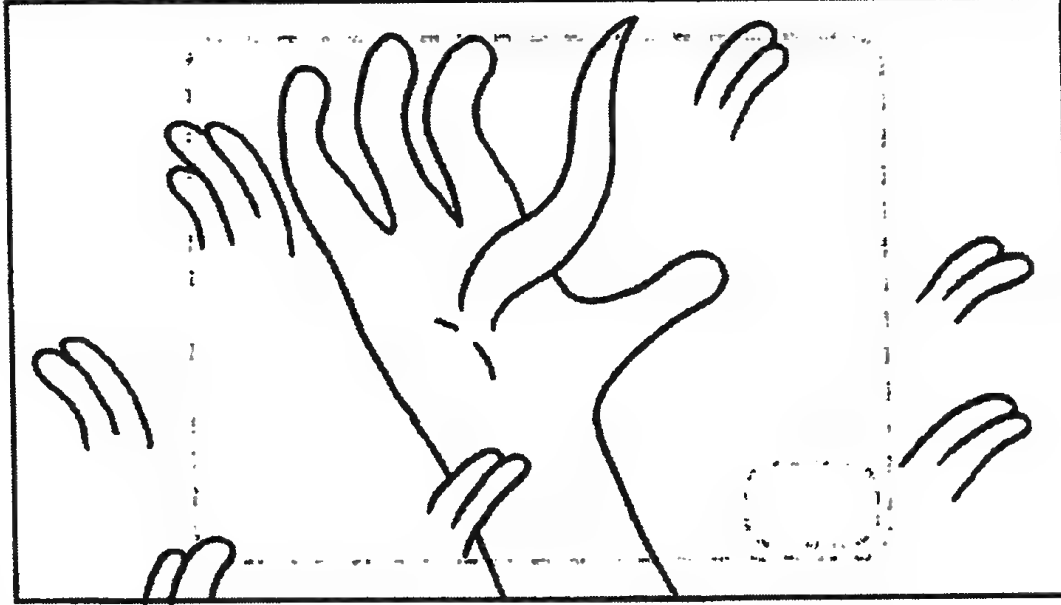


Page **135**

Sc. **80** Pnl. **A** Bg. day night



Sc. **80 CONT** Pnl. **B** Bg. day night



Dialog:	Bandit Princess: Hey! Give me that!
	SFX: SHWIP!!
Action:	-THORN STARTS GROWING. FEB 25 2016
Timing:	-REUSE FROM "I AM A SWORD"



EPISODE # 1042-248

Production :

1042 248

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1042 248

1042 248



# ADVENTURE TIME



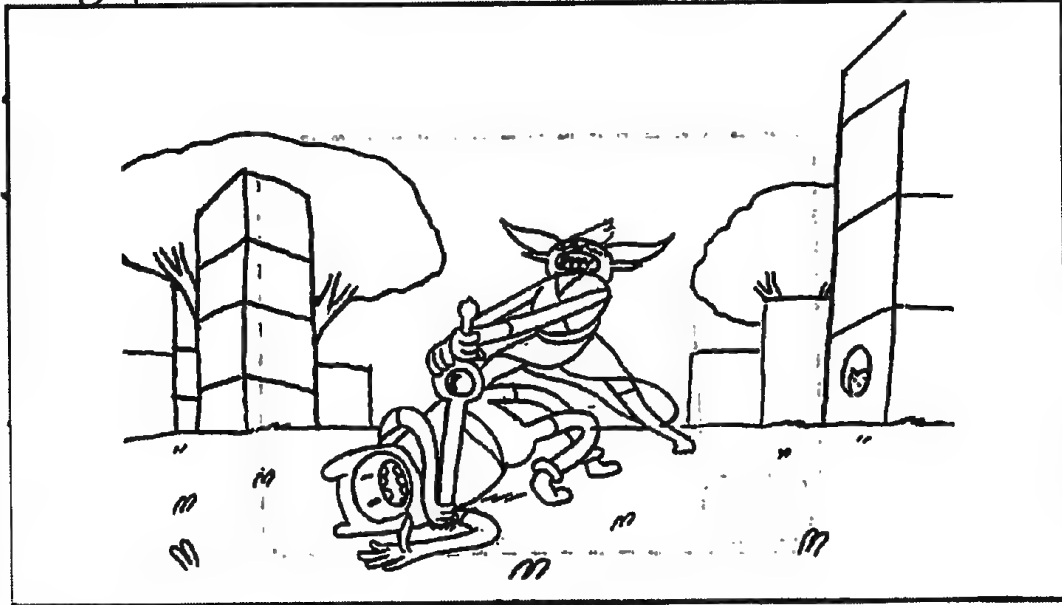
Page **136**

Sc. **81**

Pnl. **A**

Bg.

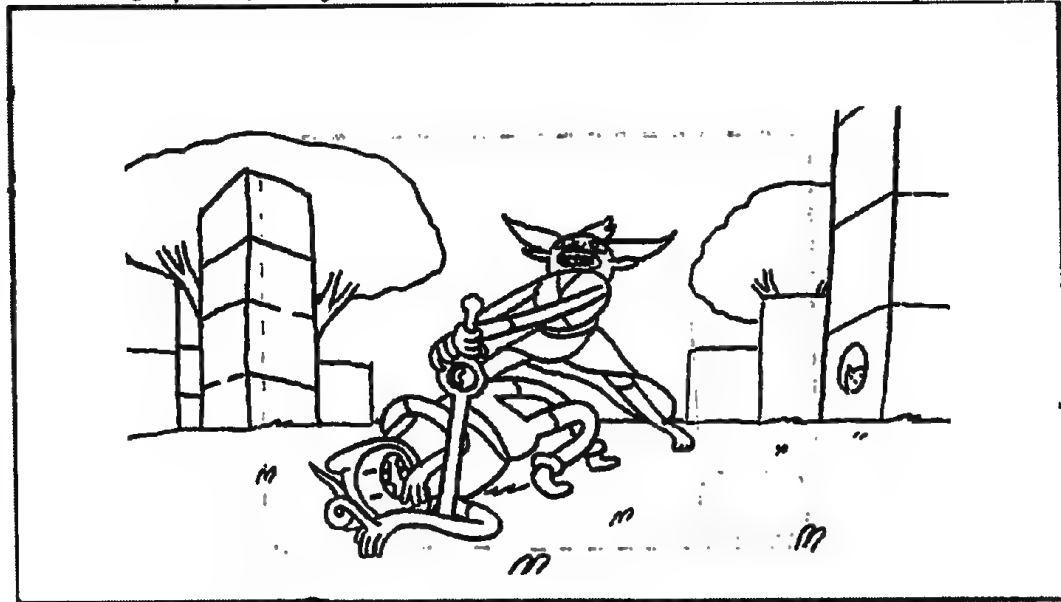
day night



Sc. **81 cont** Pnl. **B**

Bg.

day night

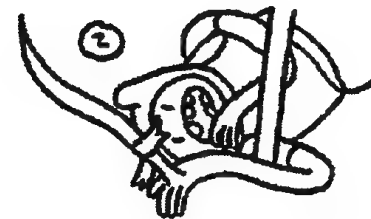


Dialog:

Action:

-BANDIT PRINCESS HAS FINN  
AT HER MERCY.

Timing:



- THORN GROWS  
INTO GRASS SWORD.

FEB 25 2016

EPISODE # 1042-248

Production :

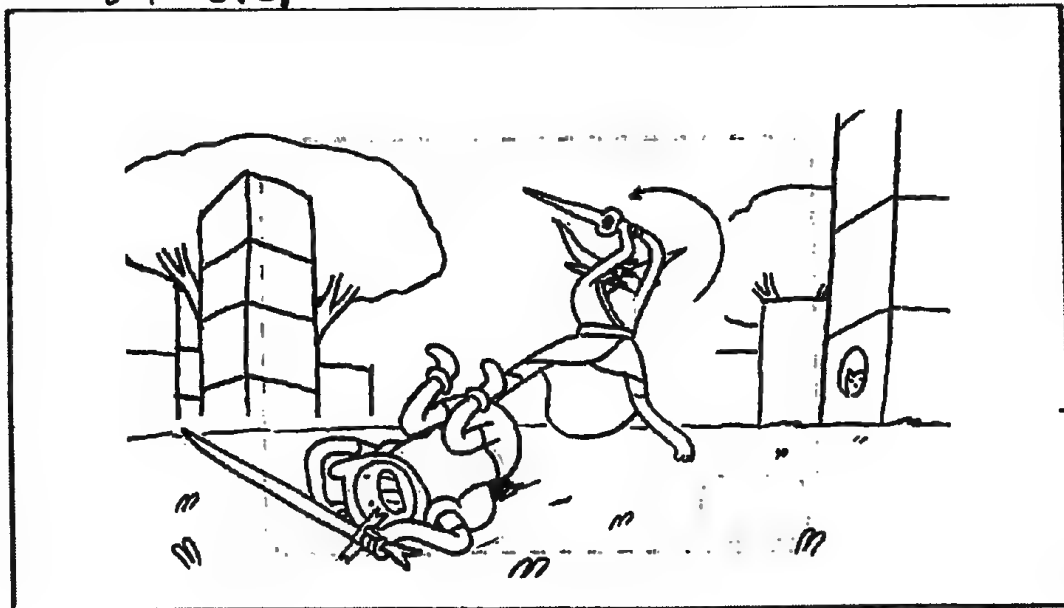
# ADVENTURE TIME



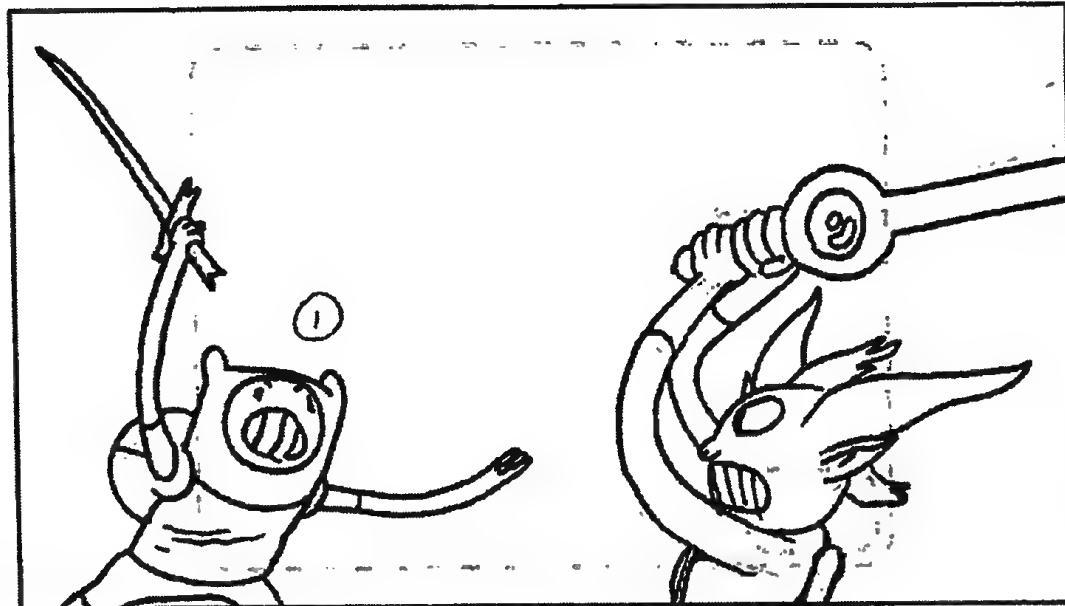
( REUSE  
CONTINUES )

Page **137**

Sc. **81 cont** Pnl. **C** Bg. day night

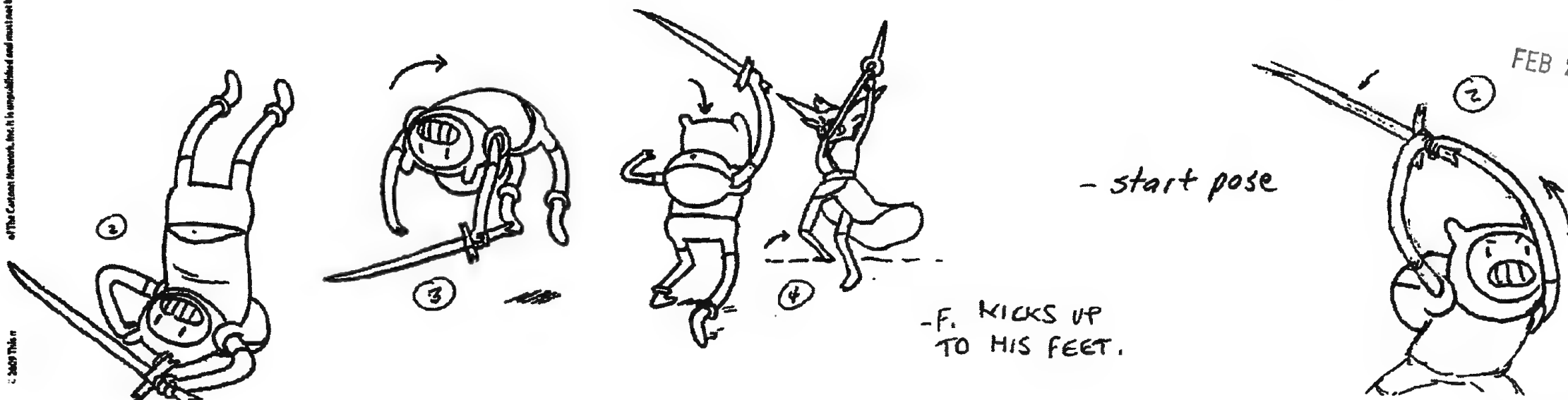


Sc. **82** Pnl. **A** Bg. day night



EPISODE # 1042-248

1042 248



- start pose

- F. KICKS UP  
TO HIS FEET.

FEB 25 2016

Production :

1042 248

1042 248

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# ADVENTURE TIME



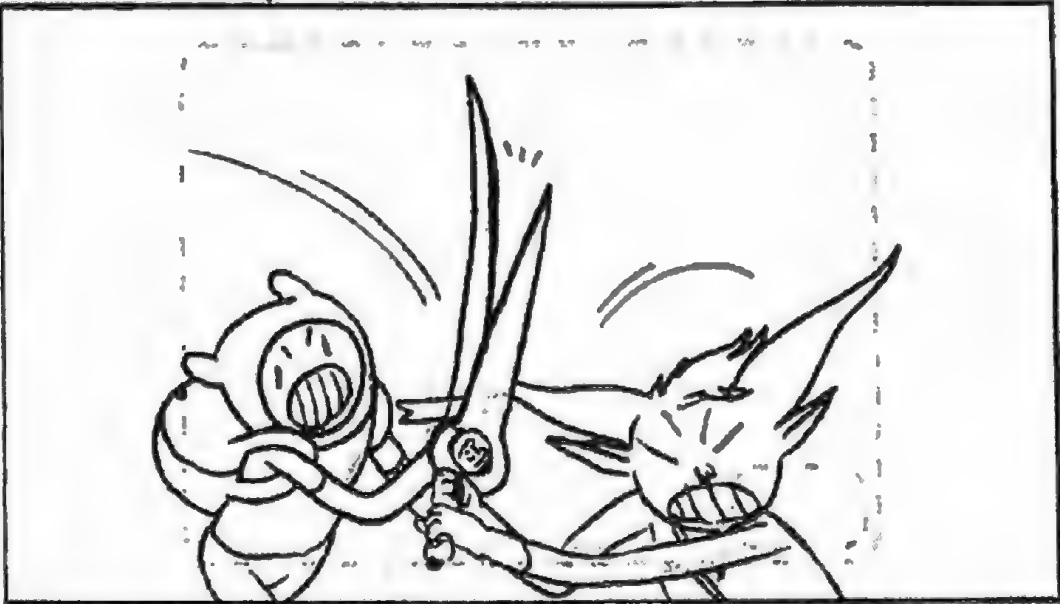
REVISED  
03/10/16

NEW

Page 138

Sc. 82 *CONT* Pnl. B Bg.

day night

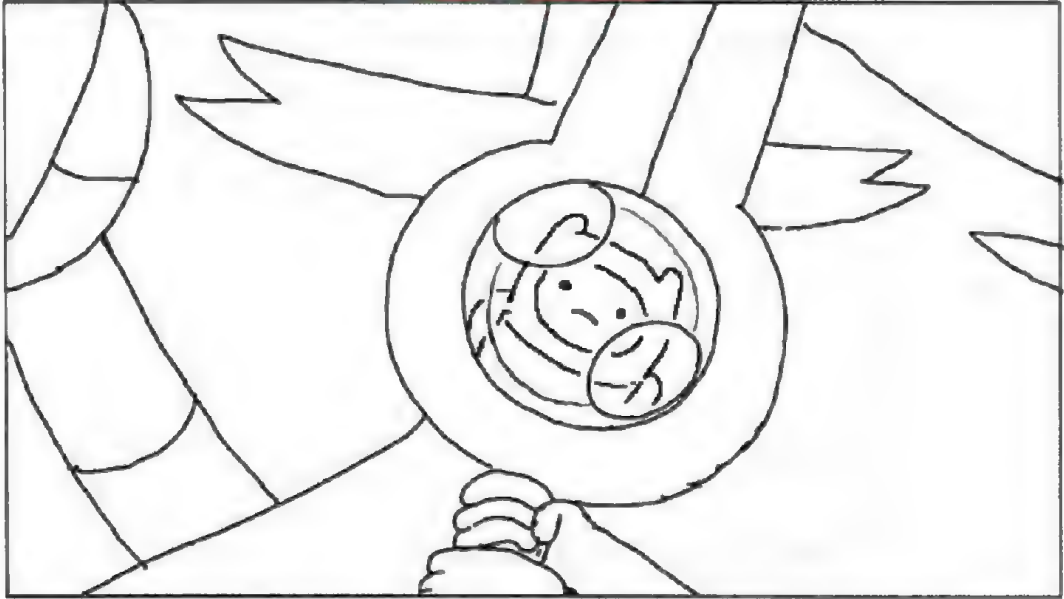


Sc. 83

Pnl. A

Bg.

day night



Dialog:	
<i>SFX: ≡ KLANG ≡</i>	
FEB 25 2016	
Action:	<i>- F + BANDIT PRINCESS CLASH SWORDS.</i>
	<i>- C.U. of FINN SWORD'S HILT.</i>
Timing:	

EPISODE # 1042-248

Production :

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1042 248

1042 248

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# ADVENTURE TIME



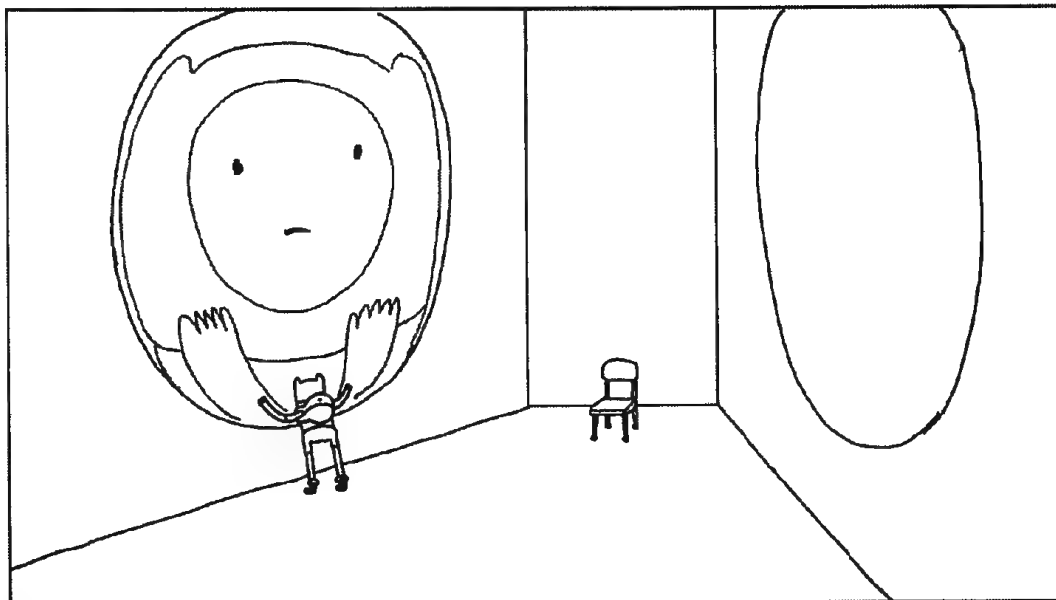
Page 139

Sc. 84

Pnl. A

Bg.

day night

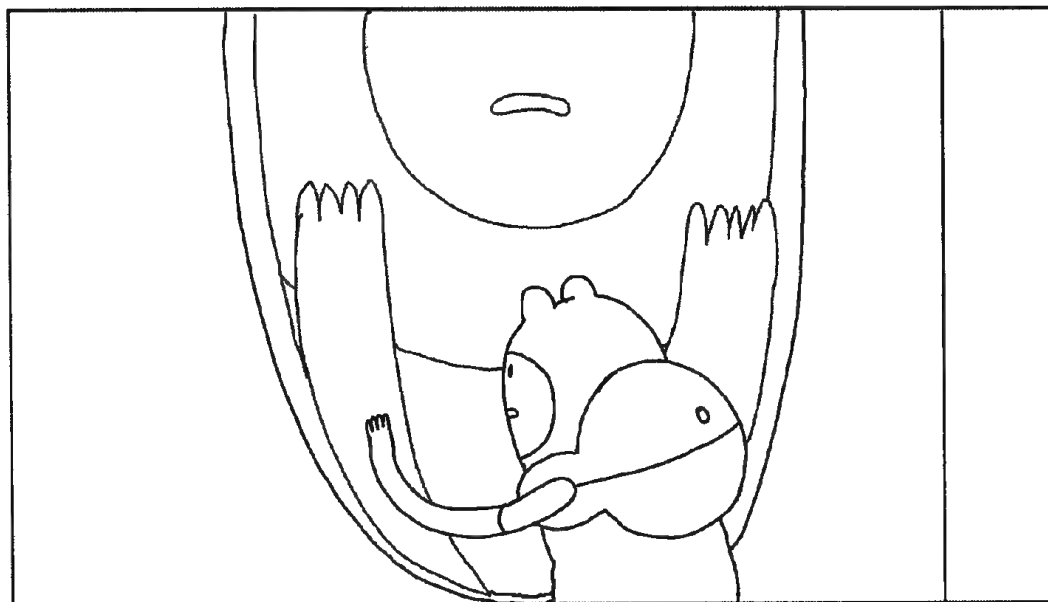


Sc. 85

Pnl. A

Bg.

day night



Dialog:

BANDIT PRINCESS : (UNDERWATER SOUNDING) BP/WHAT THE CREASE!?  
↖ < REUSE DIALOG >

Action:

- SWORD FINN LOOKS OUT OF  
HILT - "WINDOWS", REFLECTION OF HIS FACE, SYNC.

FEB 25 2016

Timing:

EPISODE # 1042-248

Production :

1042 248

1042 248

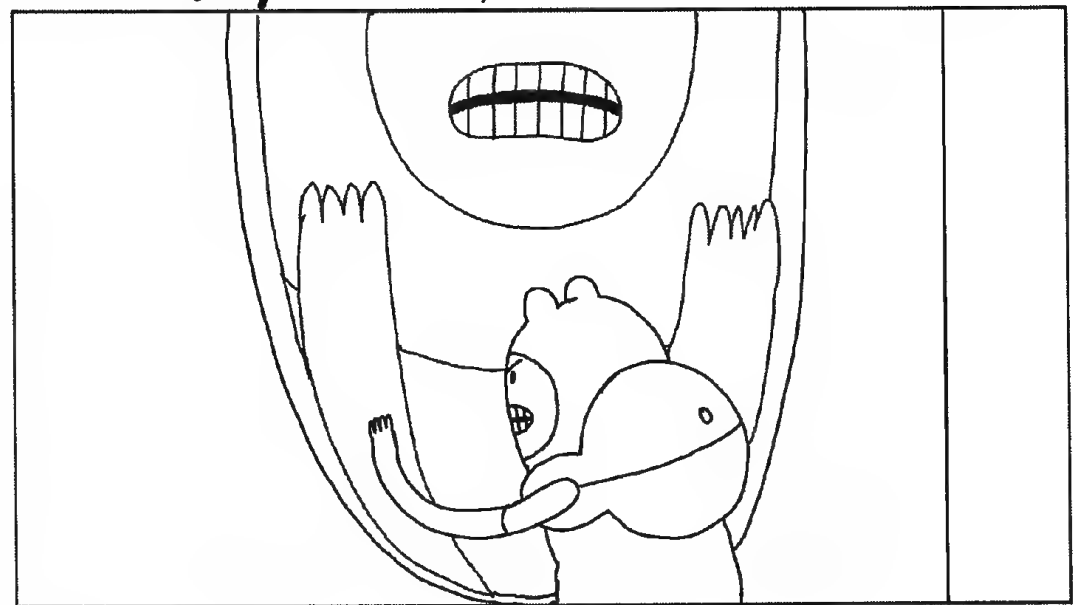
11177 000

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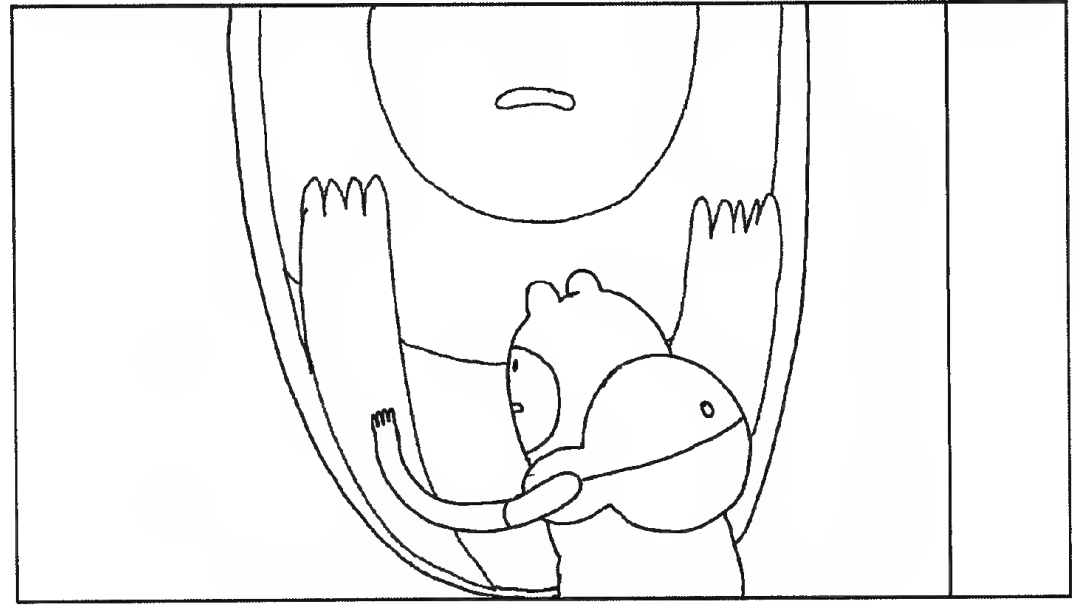
ADVENTURE TIME



Sc. 8<sup>S</sup> *cont* Pnl. B Bg. day night



Sc. 8<sup>S</sup> *cont* Pnl. C Bg. day night



Dialog:

(SF) YOU CONNA GET IT NOW , DUPE !  
THAT'S TH' GRASS SWORD!  
<RE-USE>

(B.G) (UNDERWATER SOUNDING) (BP) RA H G H . !

Action:

FEB 25 2016

Timing:

1042-248  
EPISODE #

Production :

# ADVENTURE TIME



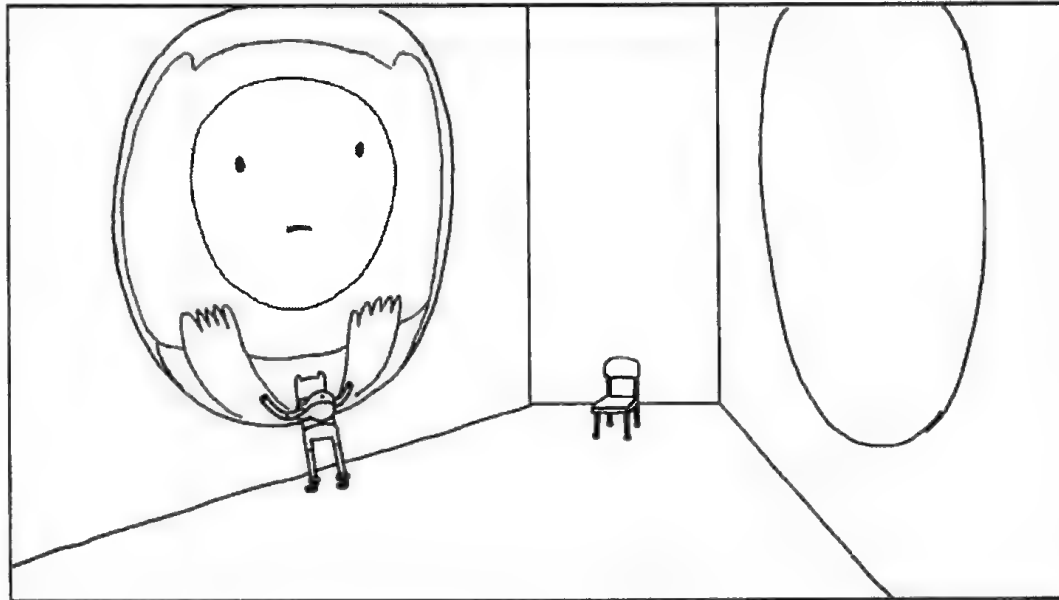
Page 141

Sc. 86

Pnl. A

Bg.

day night



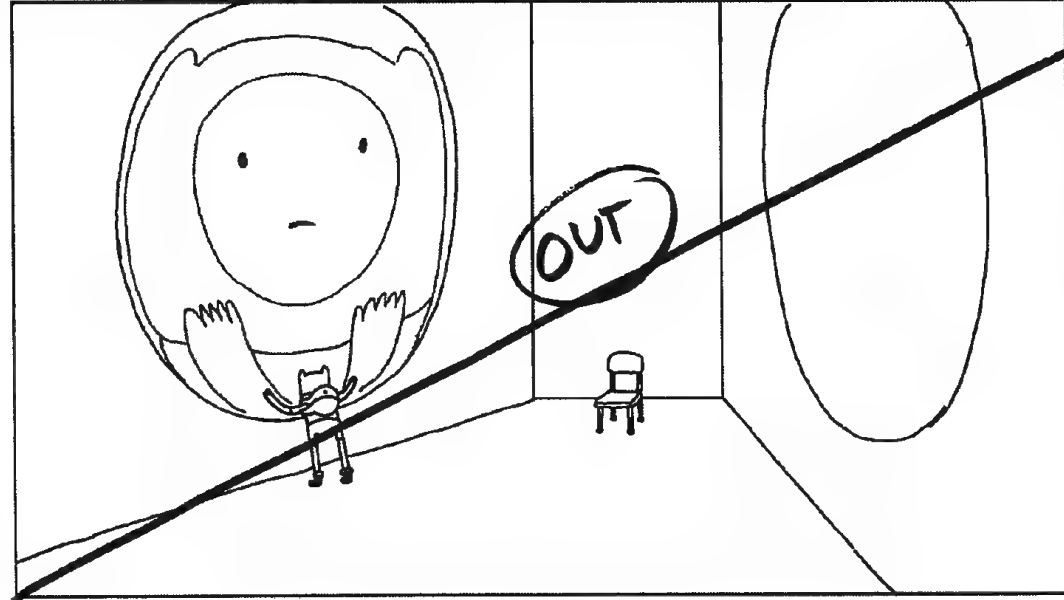
Sc. 86

*cont*

Pnl. B

Bg.

day night



Dialog:

B.G. (UNDERWATER SOUNDING) F YAA AAA !

Action:

== BEAT ==

FEB 25 2016

Timing:

EPISODE # 1042-248

Production :

1042 248

1042 248

1042 248

# ADVENTURE TIME



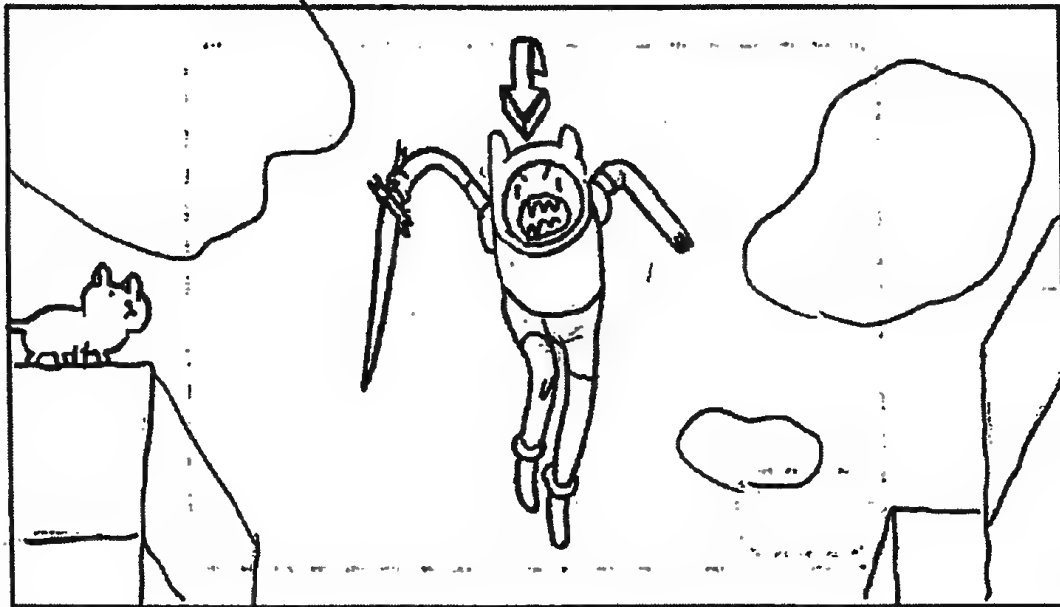
Page 142

Sc. 87

Pnl. A

Bg.

day night



Sc. 87 *cont*

Pnl. B

Bg.

day night



Dialog:

Finn/ Ugh...

Yaaaaaa!

FEB 25 2016

Action:

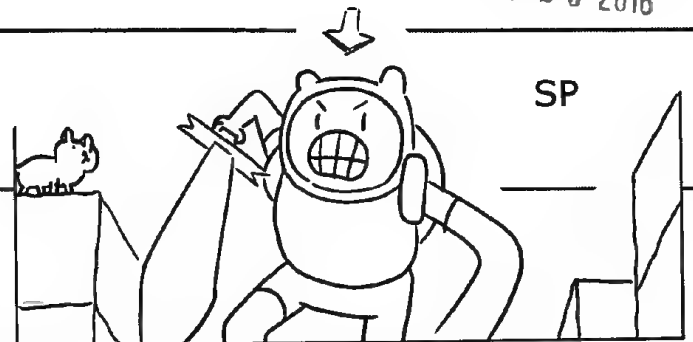
- BP. PoV.

SP

Timing:



SP



FROM "I AM A SWORD"

EPISODE # 1042-248

Production :

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1042 248



1042 248

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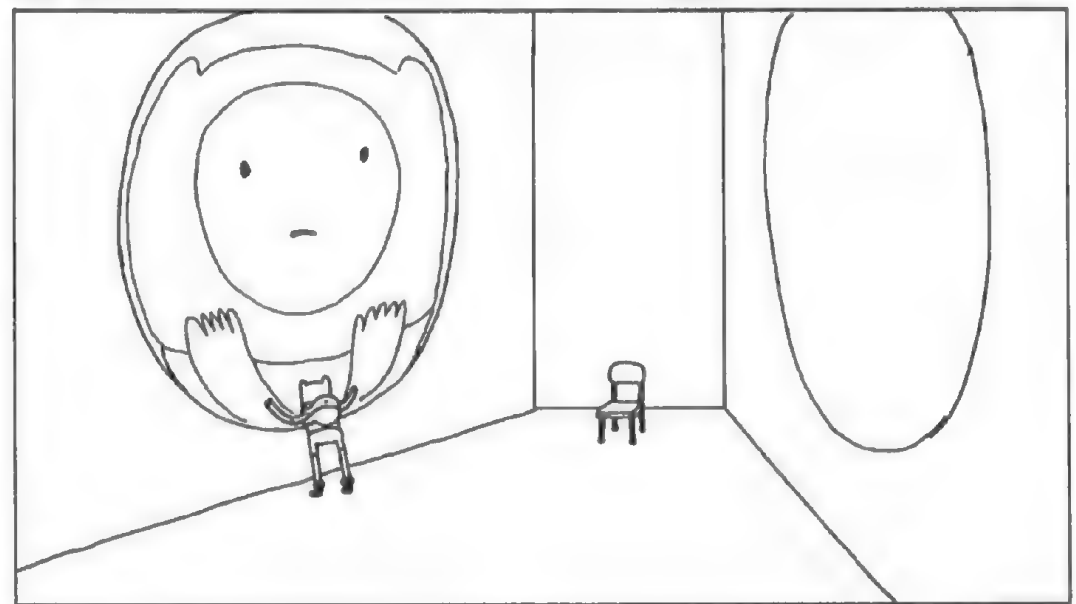
ADVENTURE TIME



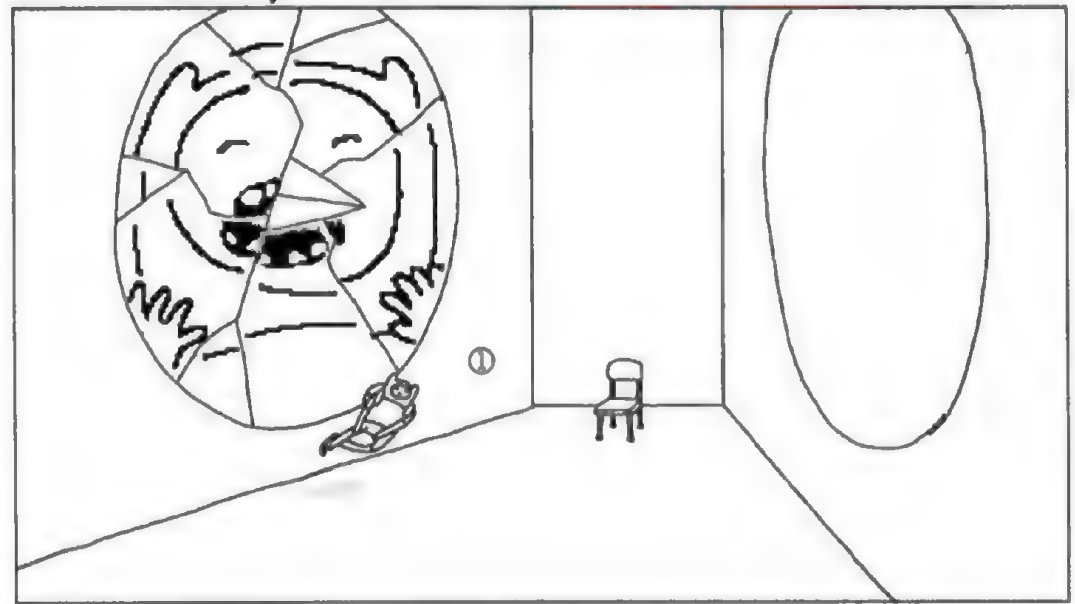
REVISED  
03/10/16

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Sc. 88 Pnl. A Bg. day night



Sc. 88 cont Pnl. B Bg. day night



Dialog:	(SFX) CRACK!
Action:	- GRASS SWORD PIERCES "WINDOW", GLASS CRACKS - F., DODGES FEB 25 2016
Timing:	②



EPISODE # 1042-248

Production :

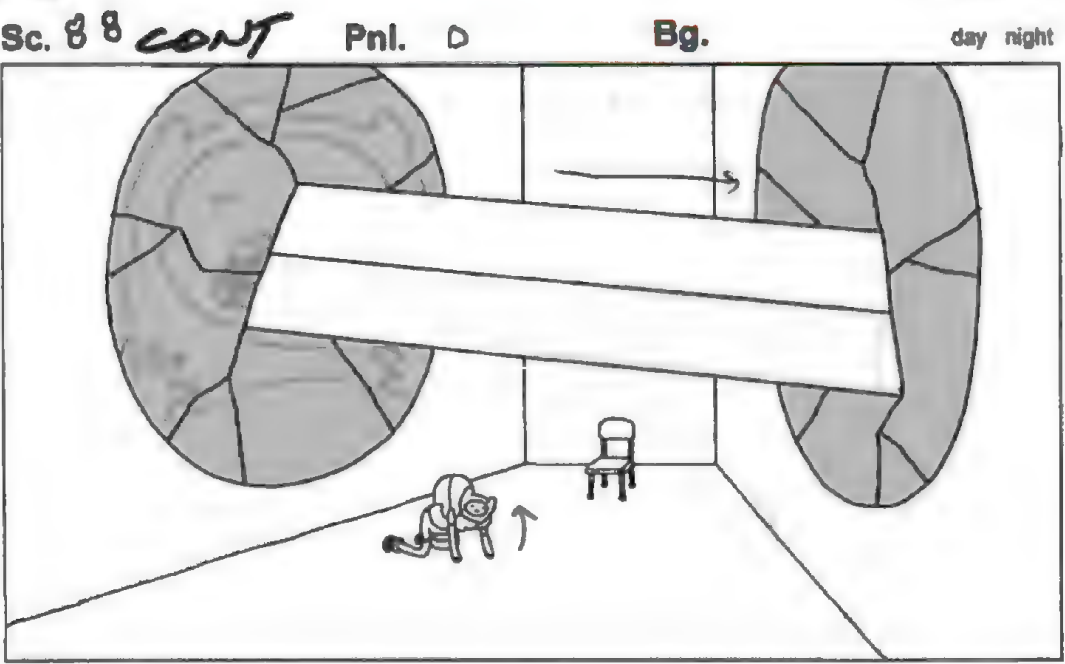
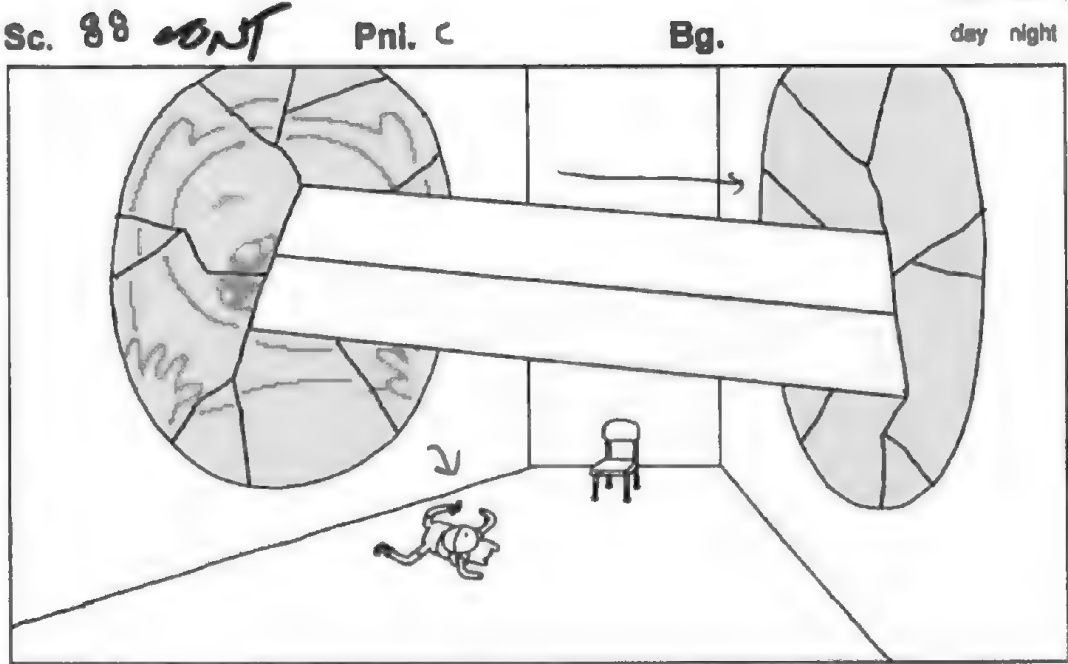
1042 248

1042 248

ADVENTURE TIME



REVISED  
03/10/16



Dialog:

ⓔ WHAT THE HEY?

Action:

- SWORD CONTINUES THROUGH CHAMBER AND PIERCES OTHER WINDOW.
- F. LANDS ON FACE.

Timing:

FEB 25 2016

EPISODE # 1042-248

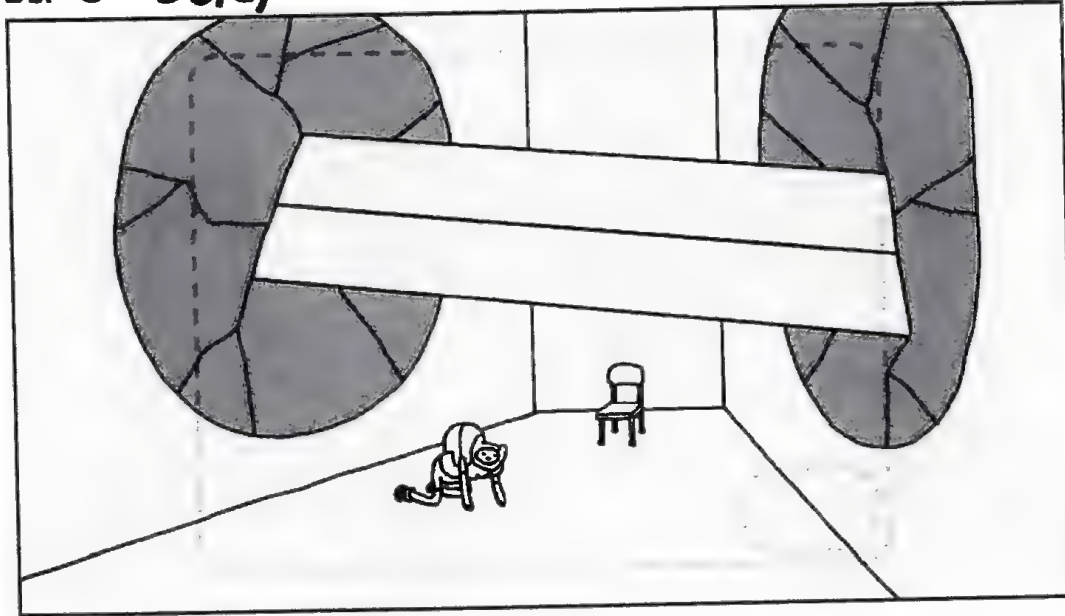
Production :

# ADVENTURE TIME

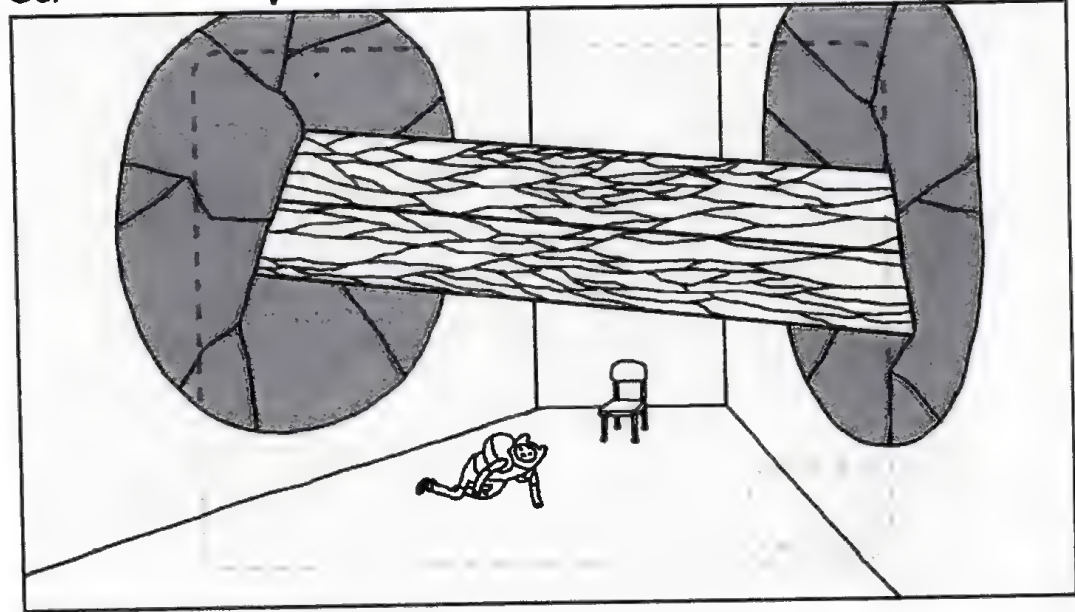


Page 145

Sc. 88 *cont* Pnl. E Bg. day night



Sc. 88 *cont* Pnl. F Bg. day night



Dialog:

(F) AAH, NO!

Action:

-SWORD FRACTURES INTO GRASS SHARDS

FEB 25 2016

Timing:

EPISODE # 1042-248

Production :

1042 248

# ADVENTURE TIME

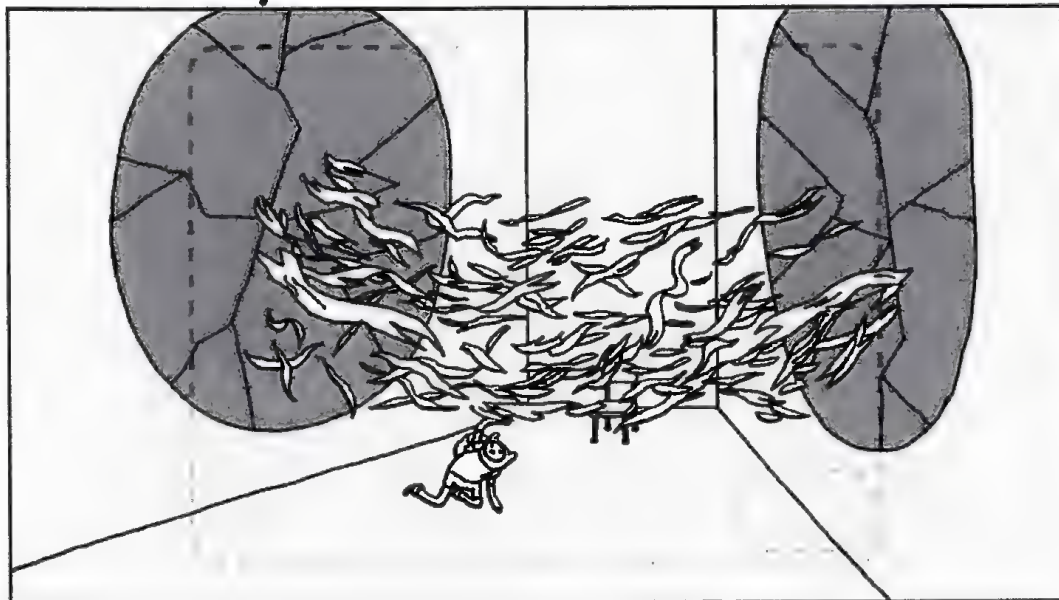


Page 146

Sc. 88 *CONT* Pnl. G

Bg.

day night

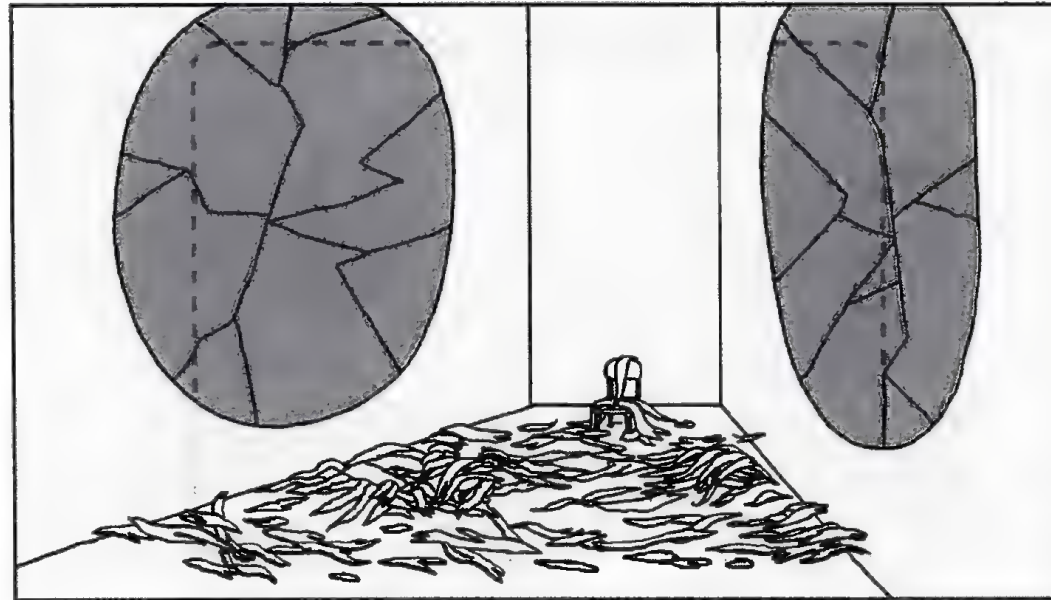


Sc. 88 *CONT*

Pnl. H

Bg.

day night



Dialog:

*© NO NO NO NO NO!*

Action:

- GRASS SHARDS DROP TO FLOOR OF CHAMBER

=F. IS COVERED BY GRASS.

FEB 25 2016

Timing:

EPISODE # 1042-248

Production :

1042 248

1042 248



1042 248

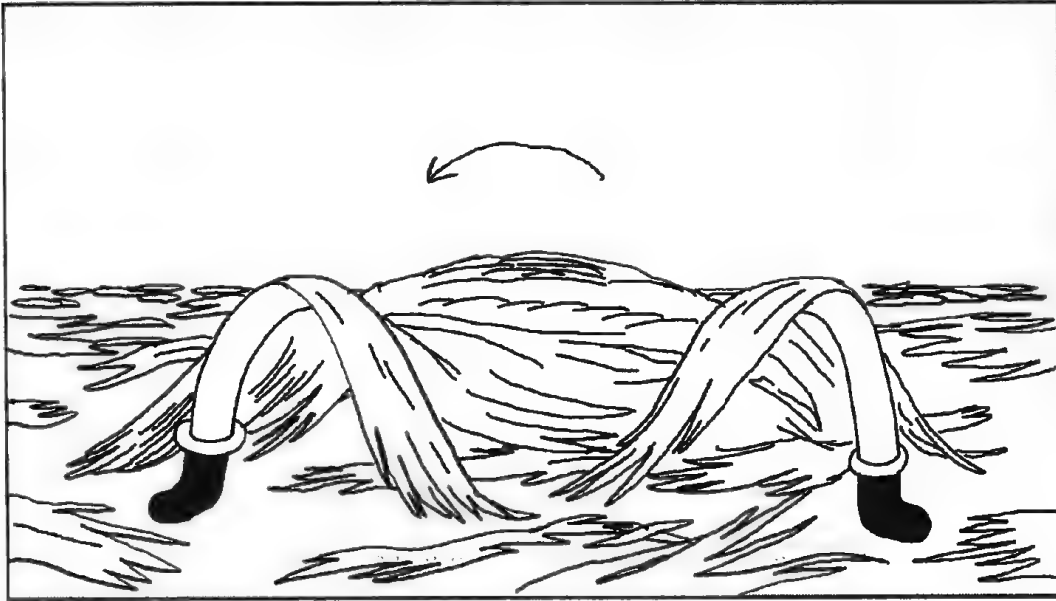
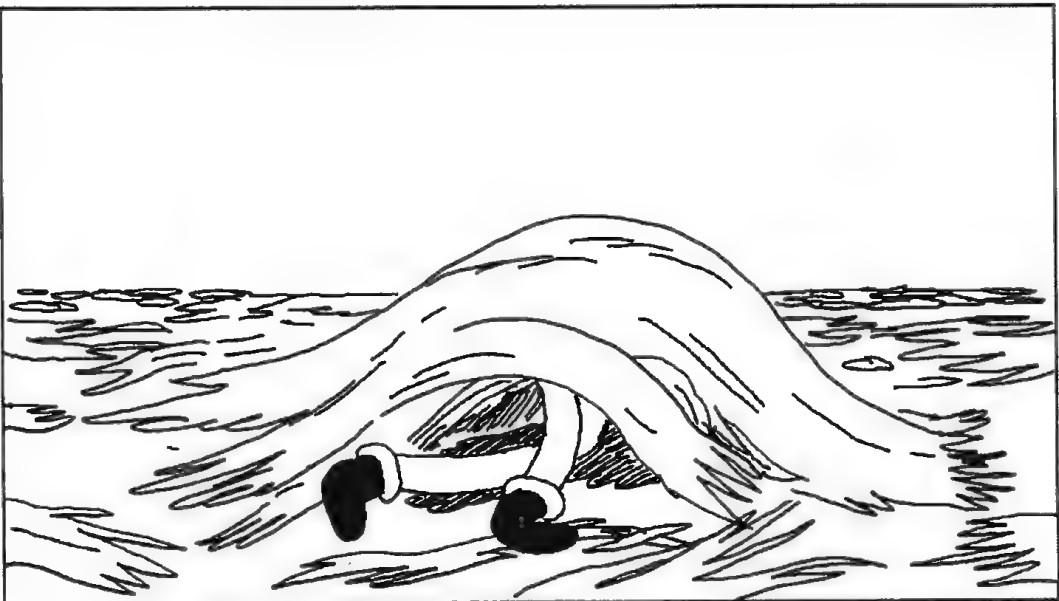
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# ADVENTURE TIME



Page 147

Sc. 89 Pnl. A Bg. day night Sc. 89 *cont* Pnl. B Bg. day night



Dialog:	(SFX) G R O O
Action:	- F. FLIPS OVER (STILL COVERED W/ GRASS) FEB 25 2016
Timing:	

EPISODE # 1042-248

1042 248

Production :

1042 248

# ADVENTURE TIME



Page 148

Sc. 89 *cont*

Pnl. *c*

Bg.

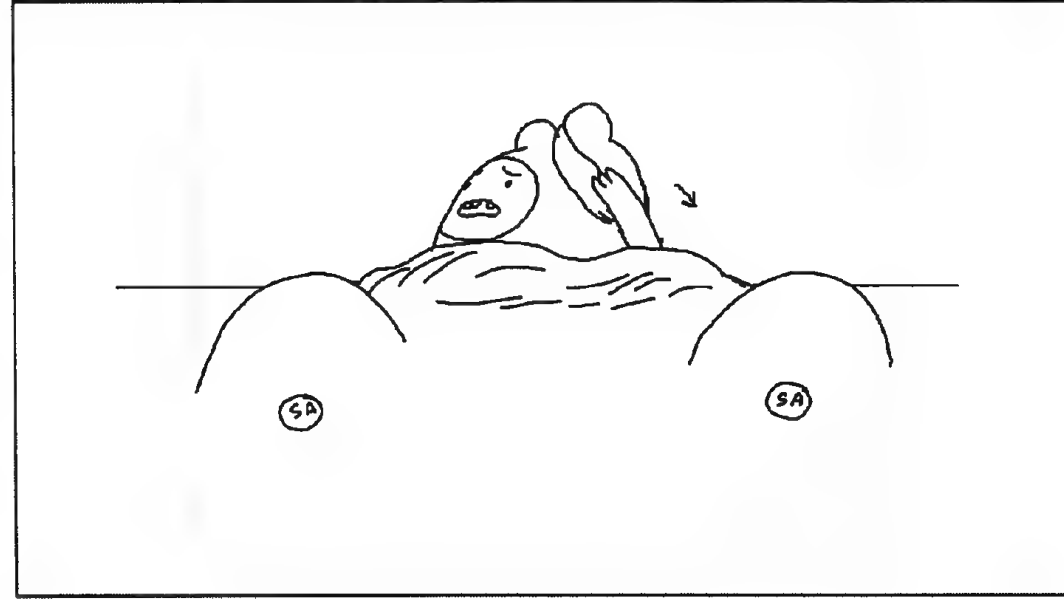
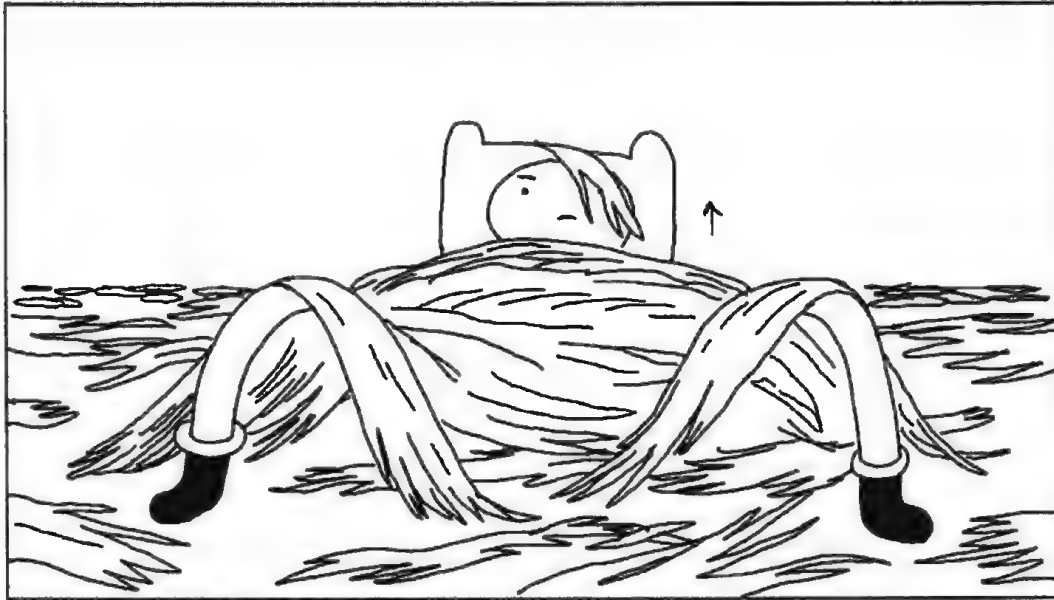
day night

Sc. 89 *cont*

Pnl. *d*

Bg.

day night



Dialog:

*(SFX)* (cont) O O O O O A N

*E* I HATE THIS ,

Action:

- E LIFTS HEADS.

LIKE A SHIP  
IN TROUBLE.

- F. PULLS GRASS SCRAP OFF  
OF HEAD.

FEB 25 2016

Timing:

1042-248

EPISODE #

1042 248

Production :

1042 248

# ADVENTURE TIME



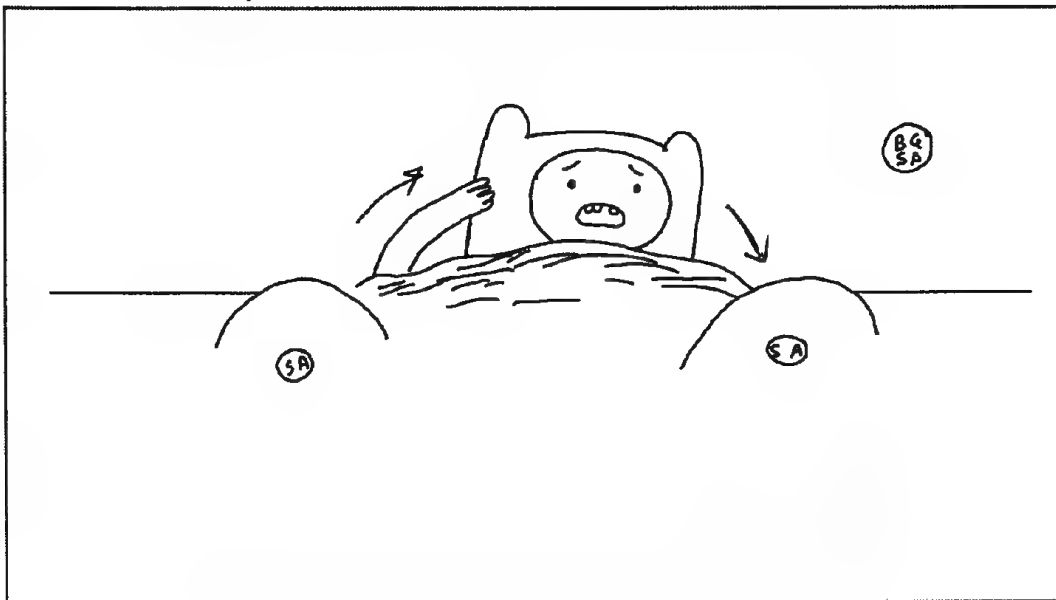
Page 149

Sc. 89 cont

Pnl. E

Bg.

day night

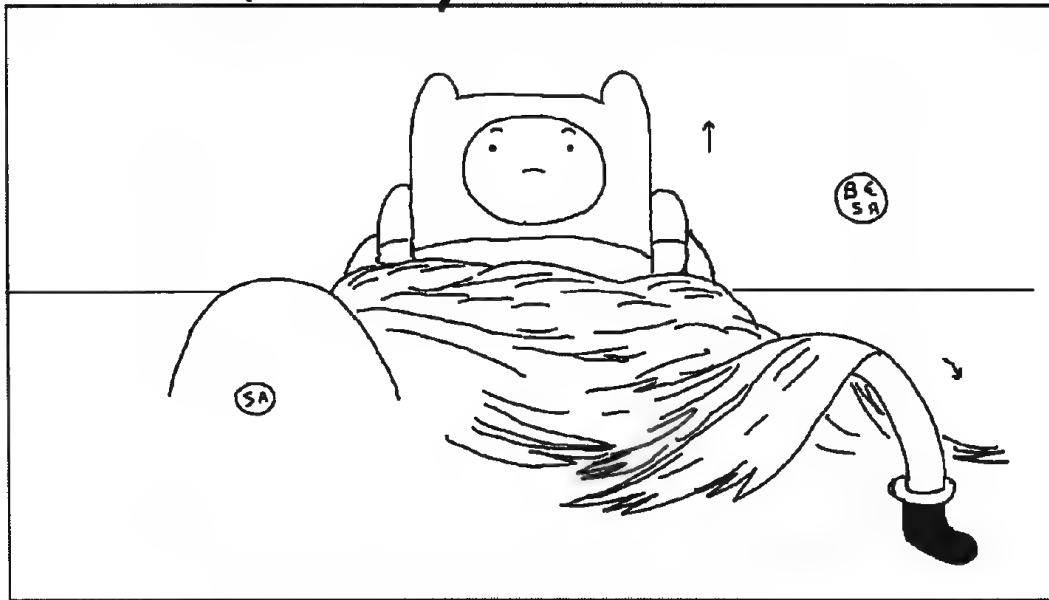


Sc. 89 cont

Pnl. F

Bg.

day night



Dialog:

~~E~~ I LIKED IT BEFORE.

Action:

-F. LOOKS RIGHT.

-FINN STRAIGHTENS UP.

FEB 25 2016

Timing:

EPISODE # 1042-248

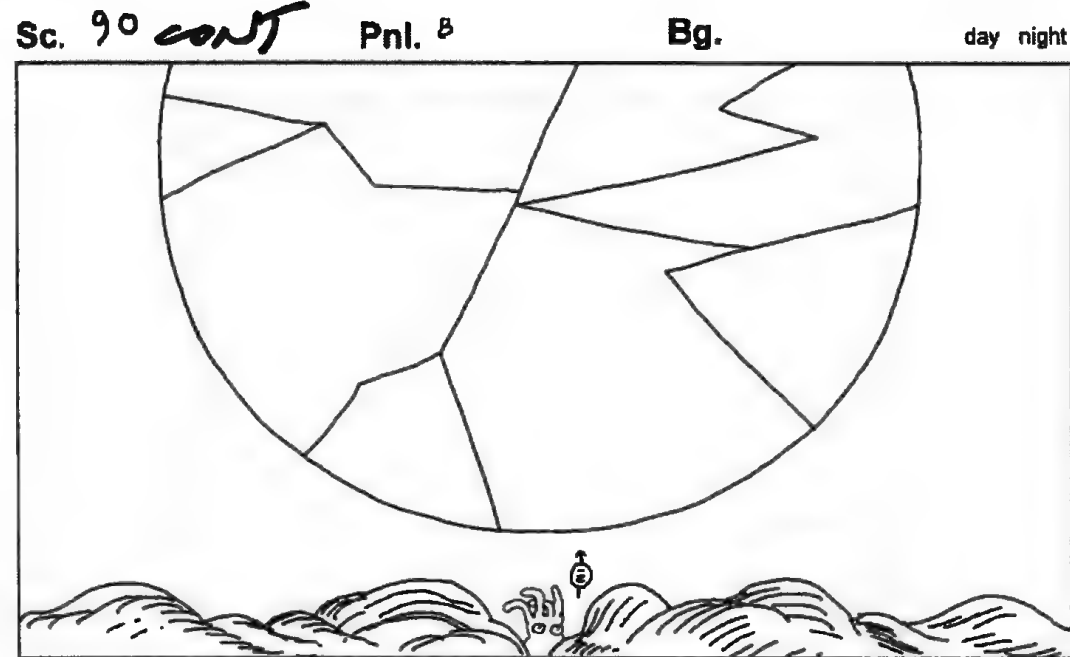
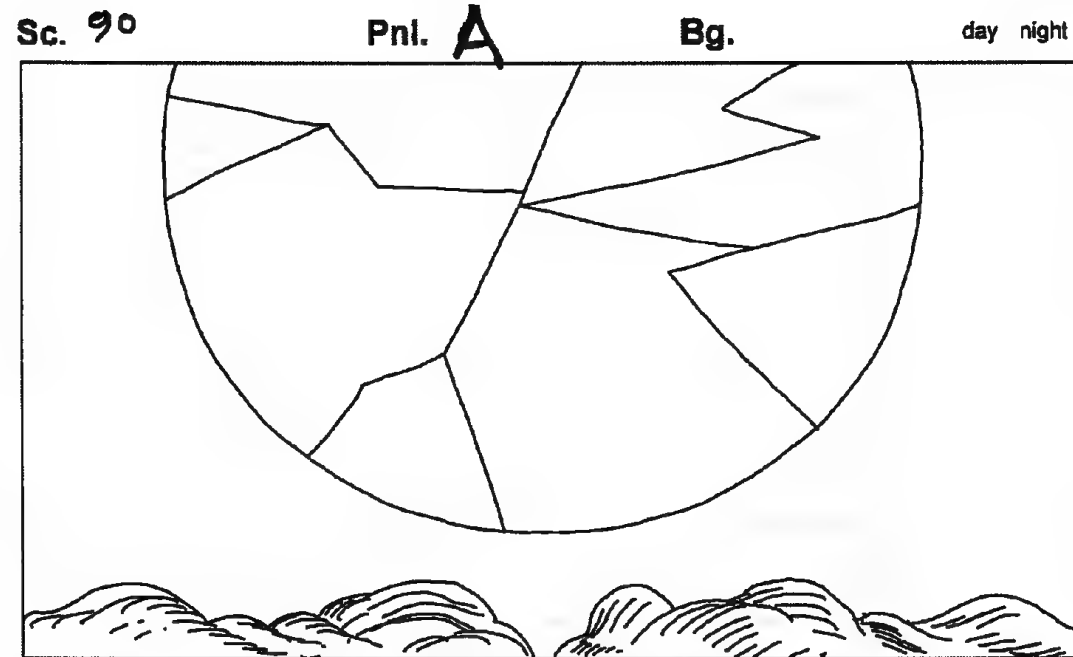
Production :



# ADVENTURE TIME



Page 150



Dialog:

SPIDER : SINGING TO HIMSELF :

FEB 25 2018

Action:

GRASS  
- SPIDER CRAWLS ON/S.

WHAT IF HE'S SINGING "WAITING FOR A SUNRISE." IT'S WEIRD, IS IT TOO WEIRD. I LIKE WEIRD STUFF THAT DOESN'T REALLY MAKE SENSE, BUT I KNOW THAT IT'S WEIRD AND DOESN'T MAKE SENSE.

Timing:

- S.W.

1042 248

EPISODE # 1042-248

Production :

1042 248

# ADVENTURE TIME

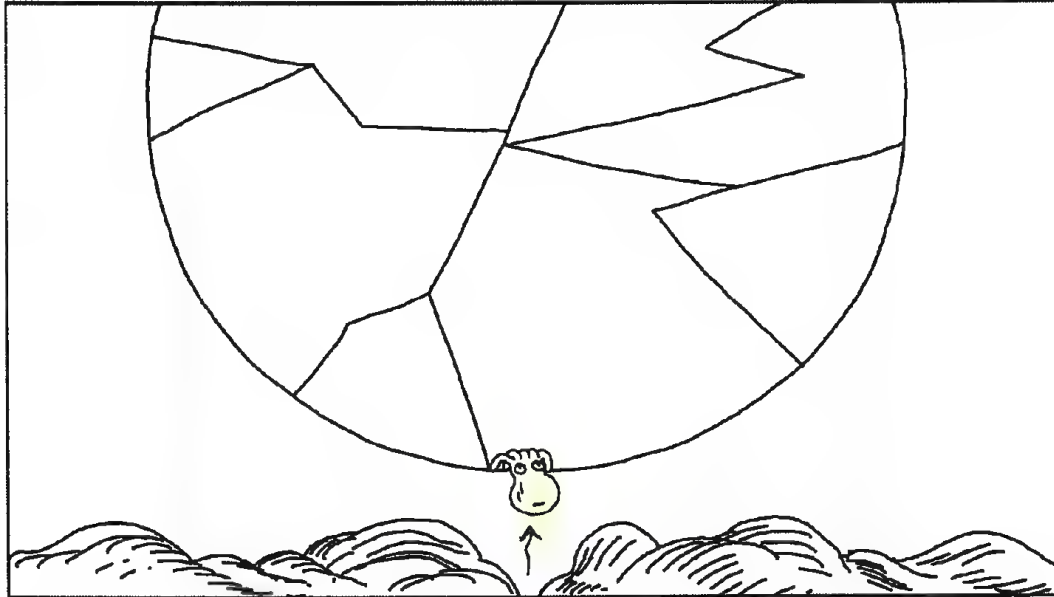


Page 151

Sc. 90 *CONT* Pnl. *C*

Bg.

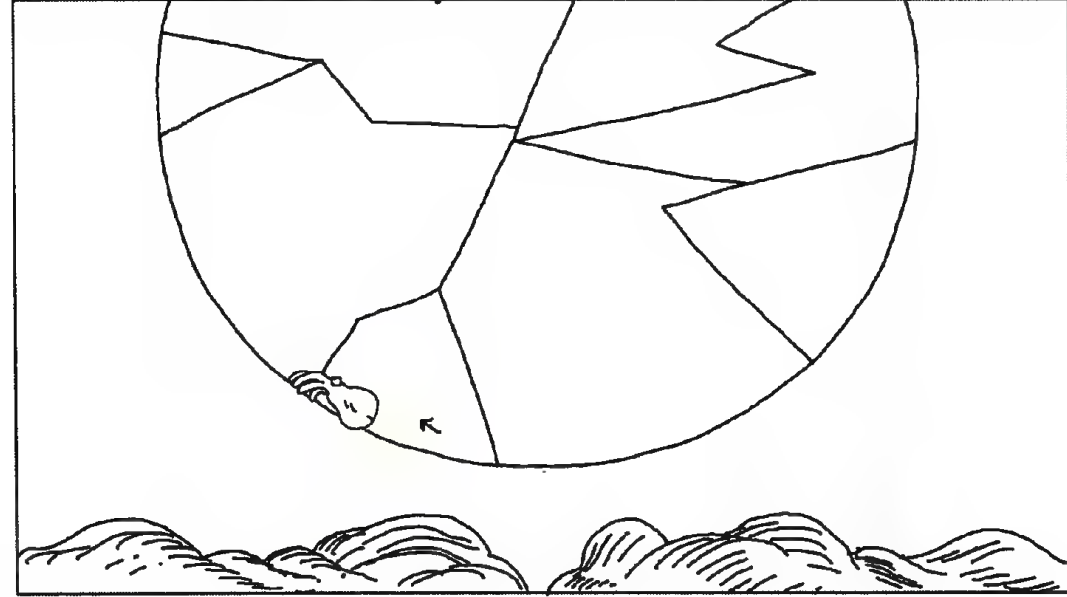
day night



Sc. 90 *CONT* Pnl. *D*

Bg.

day night



Dialog:

*SPIDER* : SINGING TO HIMSELF :

Action:

- SPIDER CRAWLS UP ONTO "WINDOW SILL".

FEB 25 2016

Timing:

1042-248

EPISODE #

1042 248

Production :

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# ADVENTURE TIME



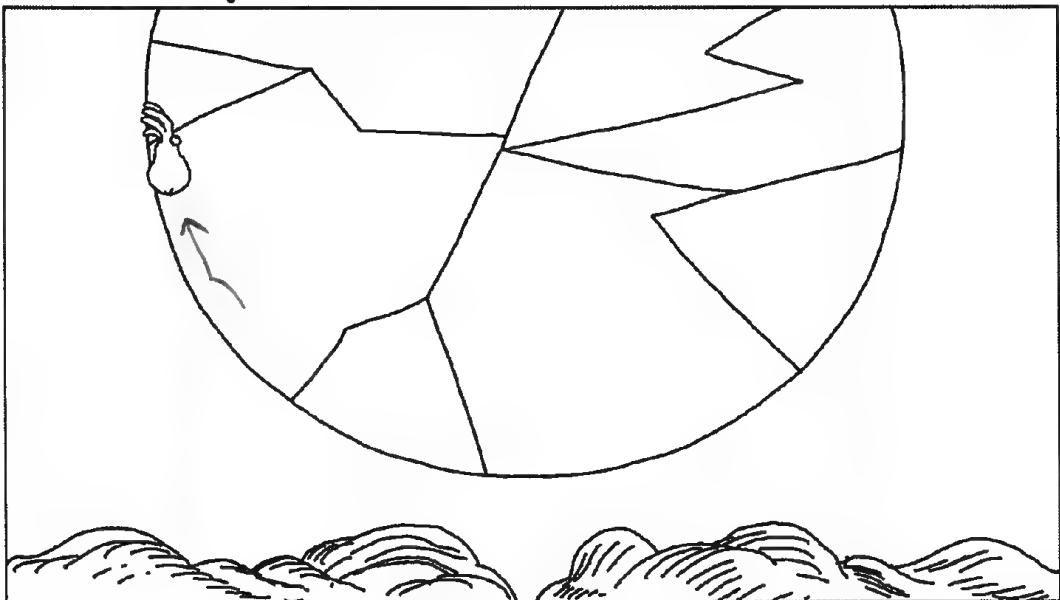
Page 152

Sc. 90 *CONT*

Pnl. E

Bg.

day night

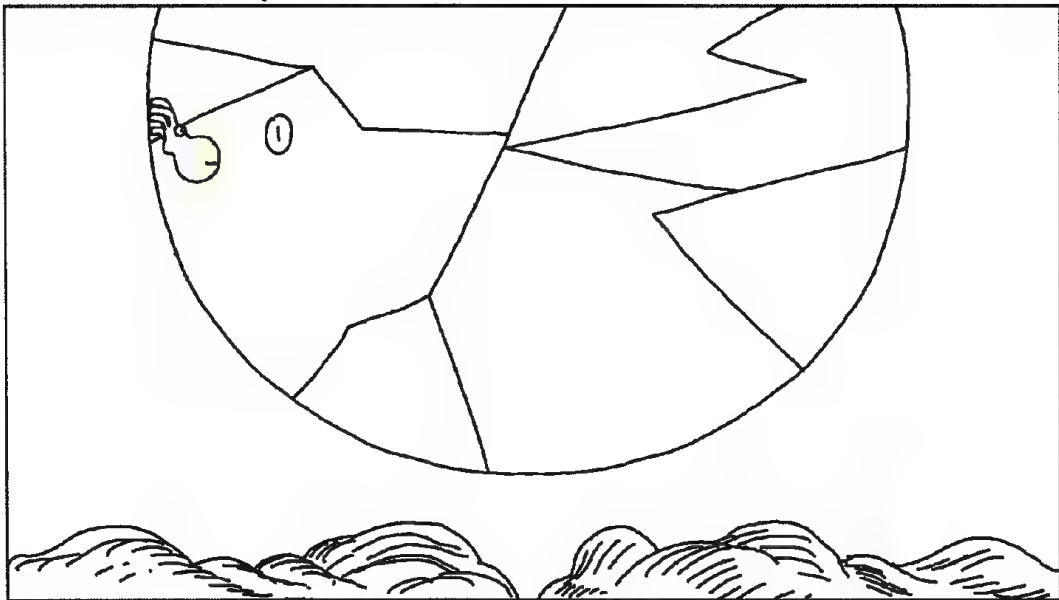


Sc. 90 *CONT*

Pnl. F

Bg.

day night



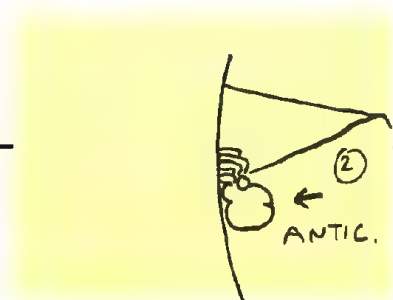
Dialog:

SPIDER "SINGING TO HIMSELF"

Action:

- G. SPIDER CLIMBS UP  
SIDE OF WINDOW.

- G. SPIDER ANTICS



Timing:

FEB 25 2016

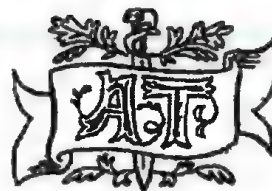
EPISODE # 1042-248

Production :

1042 248

1042 248

# ADVENTURE TIME



Page 153

Sc. 90 *CONT*

Pnl. G

Bg.

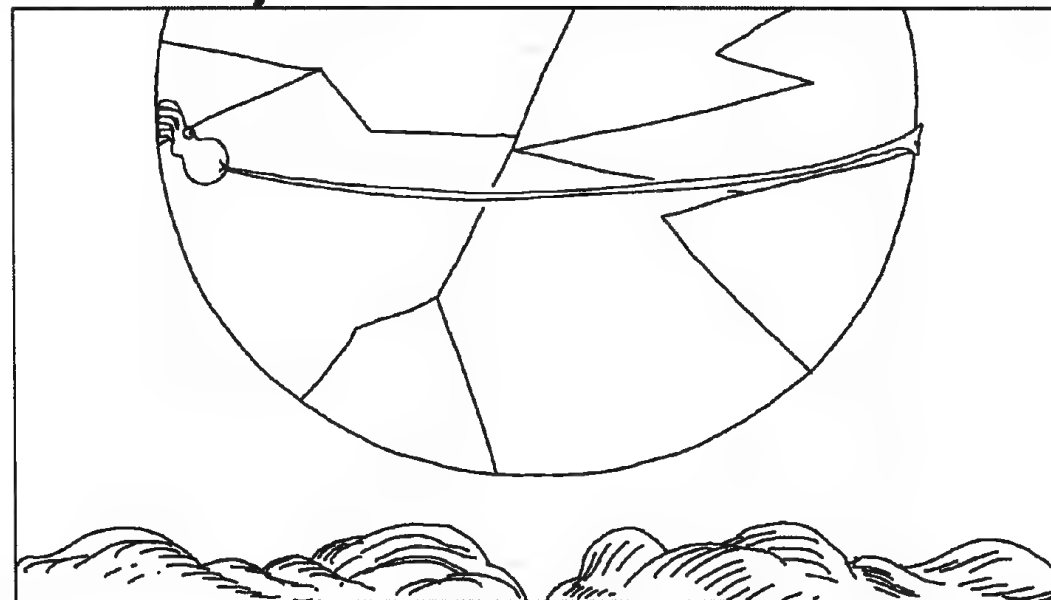
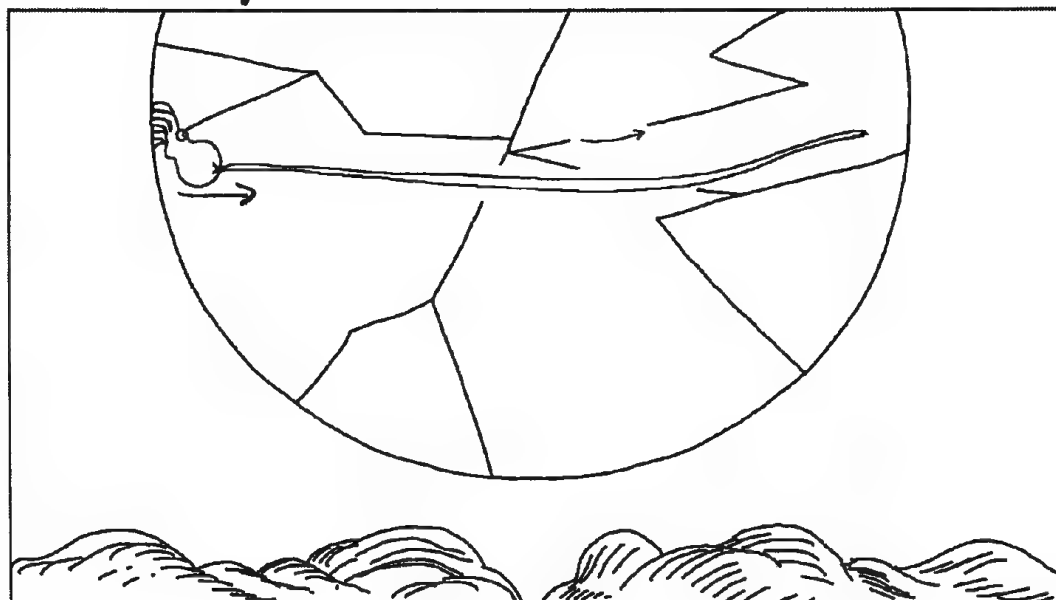
day night

Sc. 90 *CONT*

Pnl. H

Bg.

day night



Dialog:

SPIDER : SINGING TO HIMSELF :

Action:

- SPIDER SHOOTS LINE OUT ACROSS WINDOW.

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Timing:

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Production :

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1042 248

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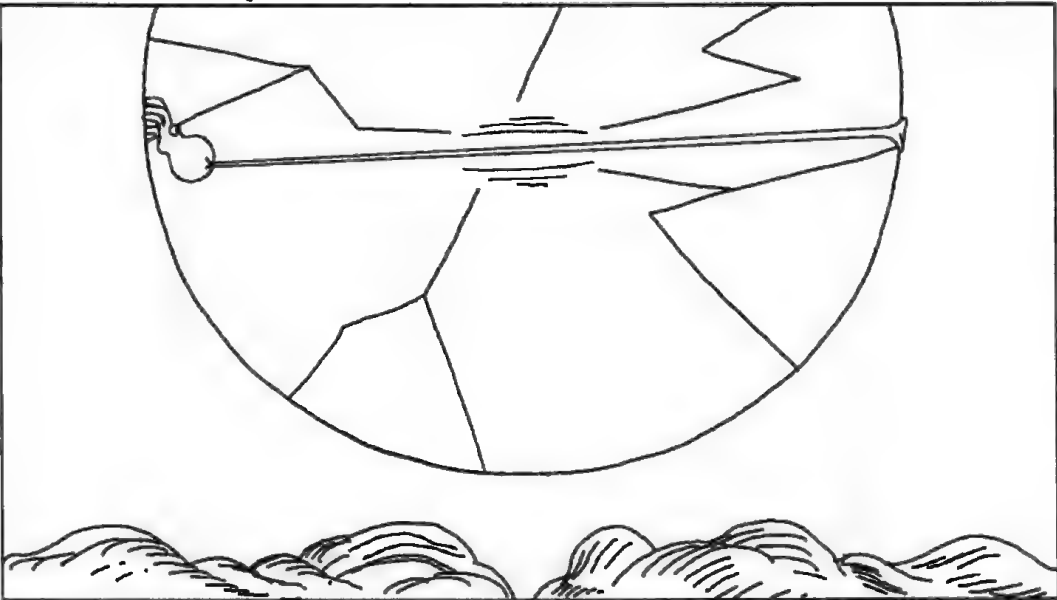
ADVENTURE TIME



Sc. 90 *cont* Pnl. 1

Bg.

day night

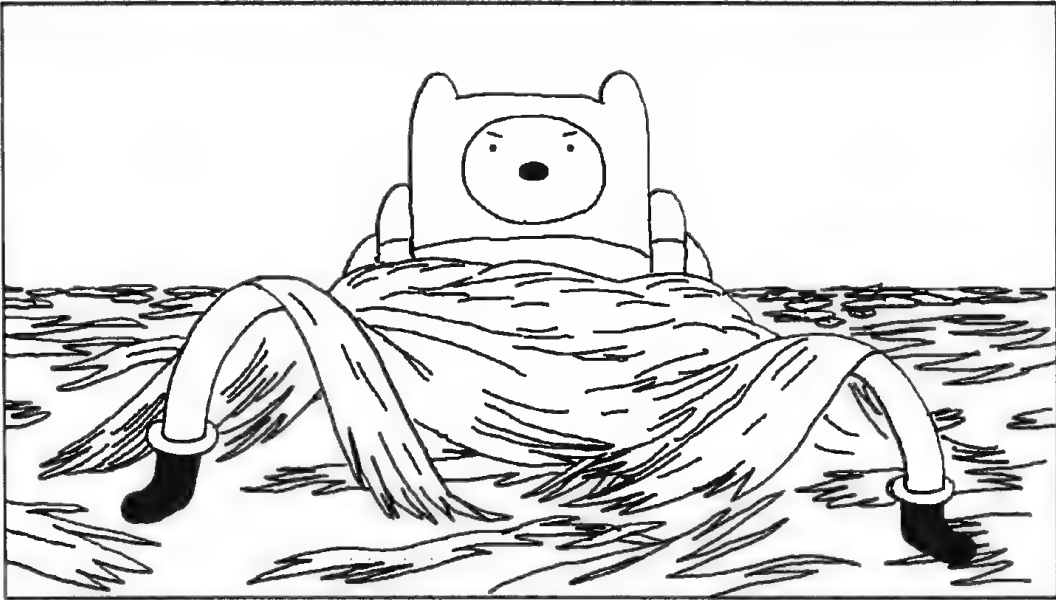


Sc. 91

Pnl. A

Bg.

day night



Dialog:

*SPIDER* = SINGING TO HIMSELF =

*F* WHO ARE YOU ?

Action:

-SPIDER'S LINE PULLED TAUT.

FEB 25 2016

Timing:

EPISODE # 1042-248

Production :

1042 248

# ADVENTURE TIME

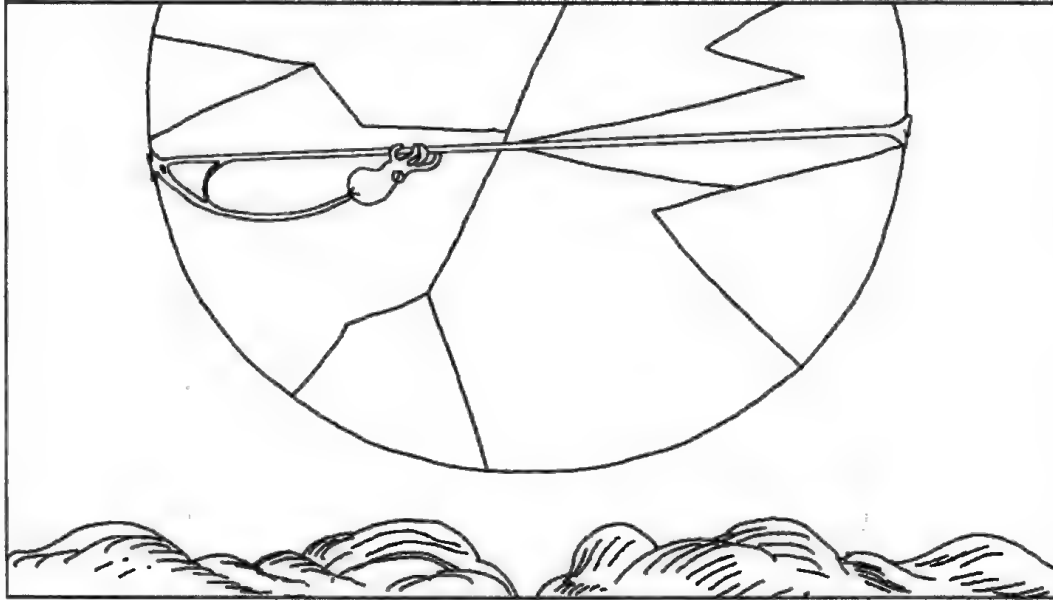


Sc. 92

Pnl. A

Bg.

day night



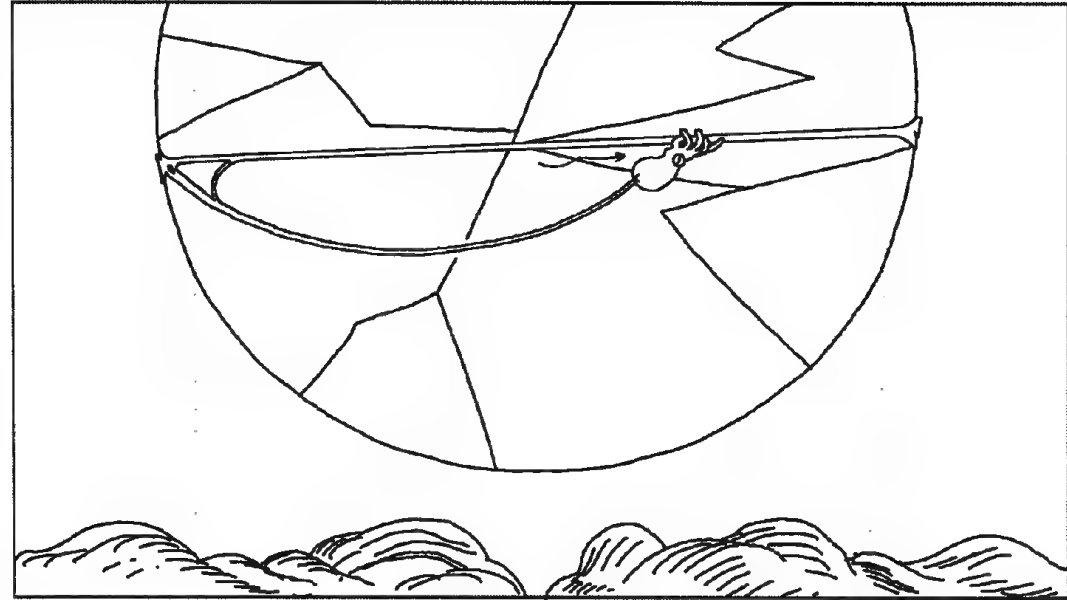
Sc. 92

cont

Pnl. B

Bg.

day night



Dialog:

S OH YOU KNOW,

Action:

- G. SPIDER CRAWLS ALONG LINE.

FEB 25 2016

Timing:

EPISODE # 1042-248

1042 248

Production :

# ADVENTURE TIME

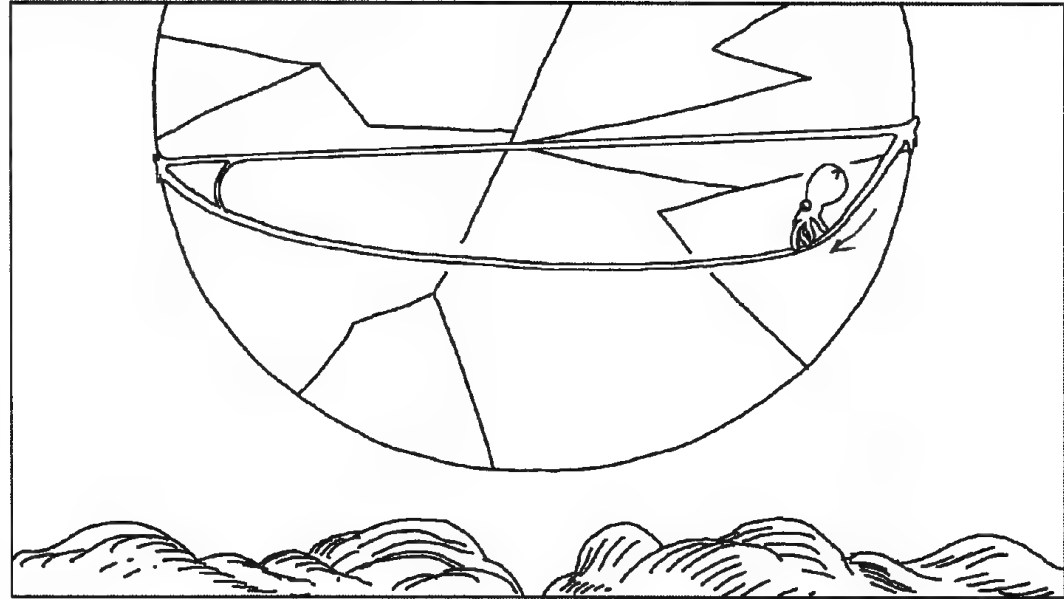


Page 1 SC

Sc. 92 *cont* Pnl. c Bg. day night



Sc. 92 *cont* Pnl. D Bg. day night



Dialog:

⑤ A CURSE ,

Action:

- SPIDER ATTACHES 2<sup>ND</sup> LINE TO SIDE  
OF 'WINDOW'

- SPIDER CRAWLS LEFT.

FEB 25 2016

Timing:

EPISODE # 1042-248

Production :

1042 248



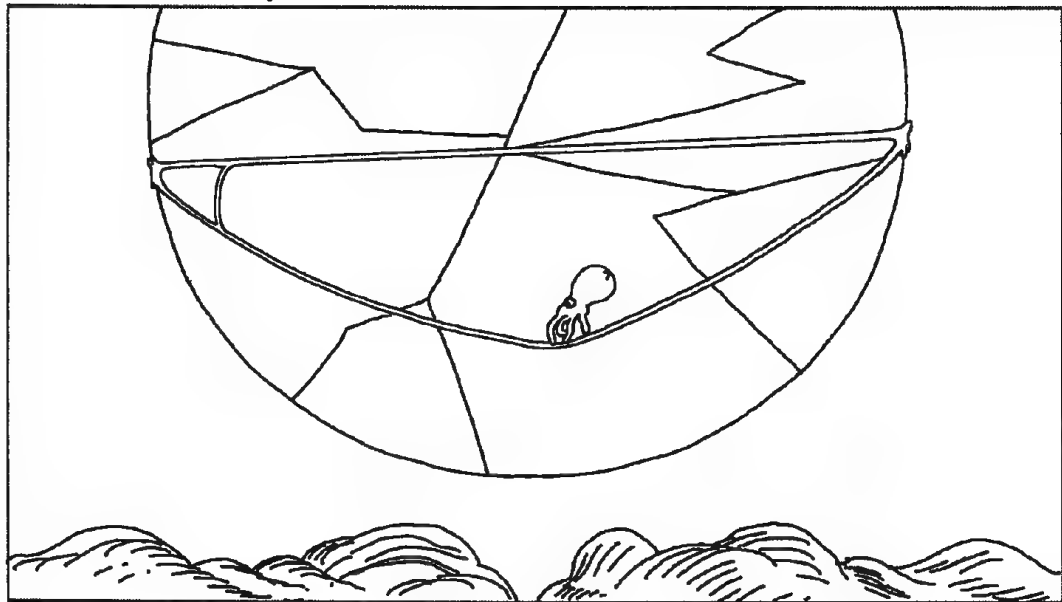
1042 248

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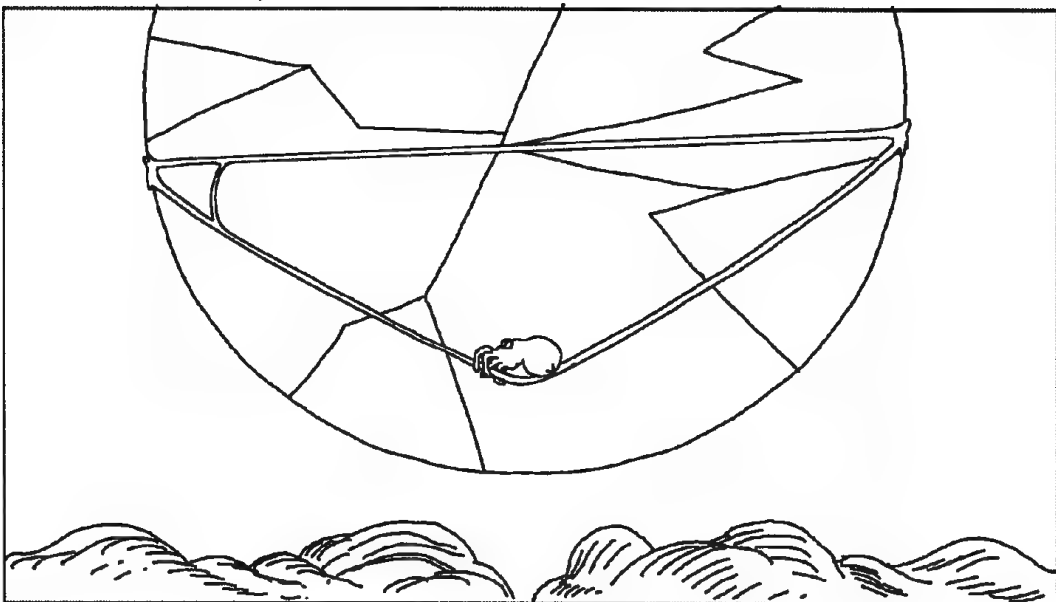
ADVENTURE TIME



Sc. 92 *CONT* Pnl. E Bg. day night



Sc. 92 *CONT* Pnl. F Bg. day night



Dialog:
⑤ AN EMISSARY FROM BEYOND.
Action:
FEB 25 2016
Timing:

1042-248

EPISODE #

1042 248

Production :

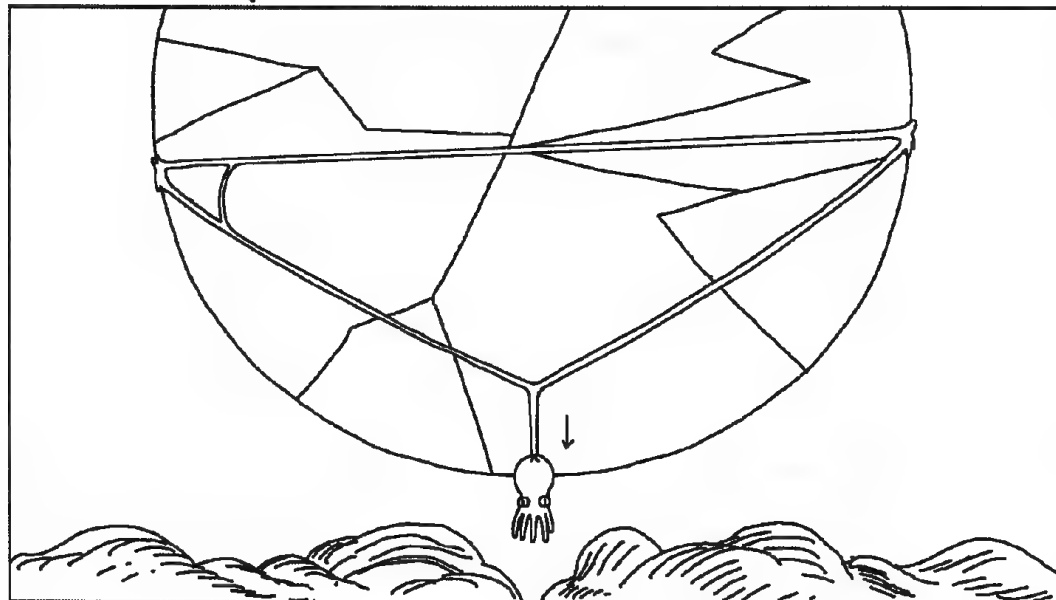
1042 248

# ADVENTURE TIME



Page 158

Sc. 92 *cont* Pnl. 6 Bg. day night



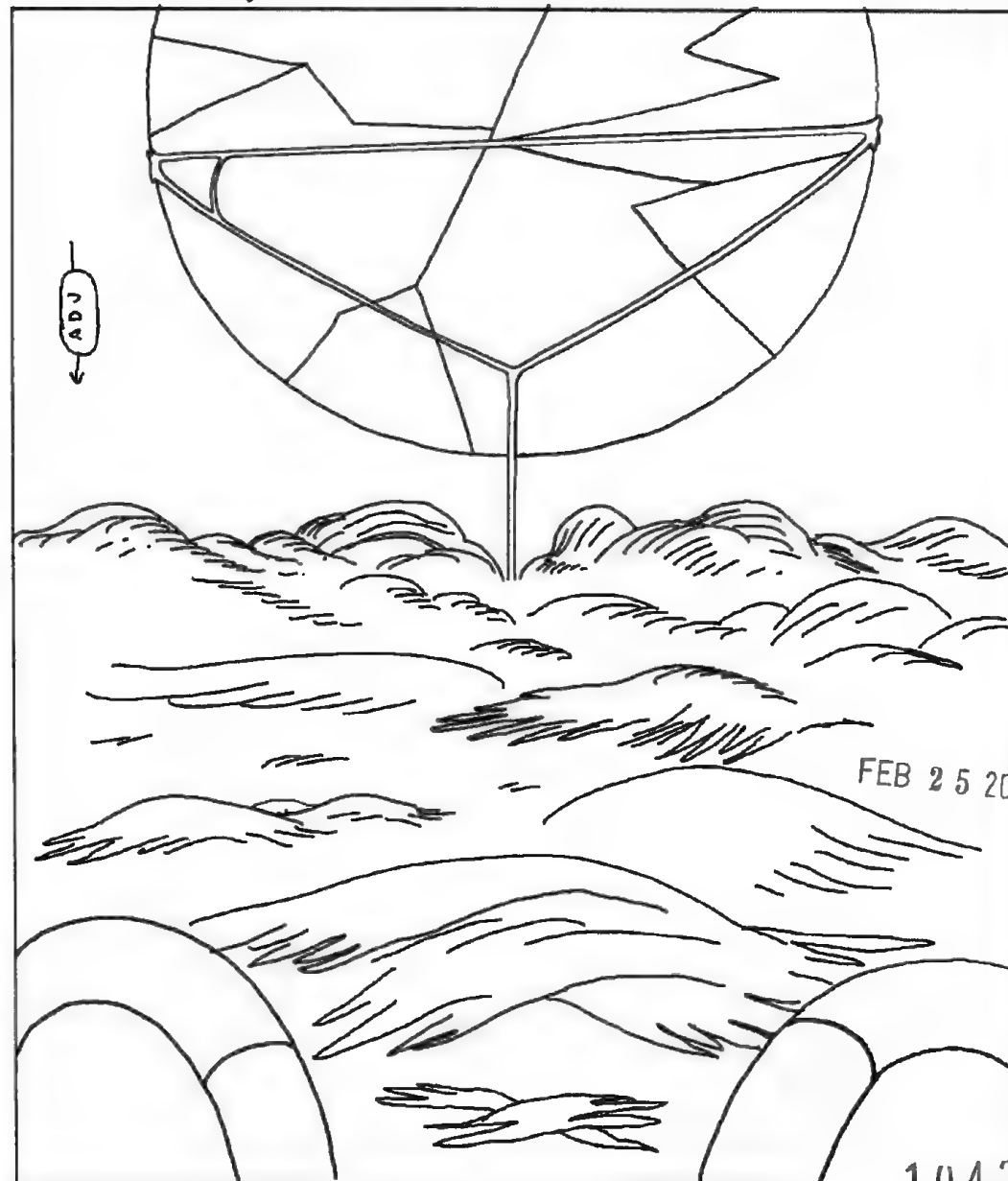
Dialog:

Action:

- G SPIDER CONNECTS LINE TO CENTER OF 2<sup>ND</sup> LING. AND LOWERS HIMSELF TO FLOOR. PAN W/ SPIDER

Timing:

Sc. 92 *cont* Pnl. 11 Bg. day night



START

1042-248

EPISODE #

1042 248

Production :

1042

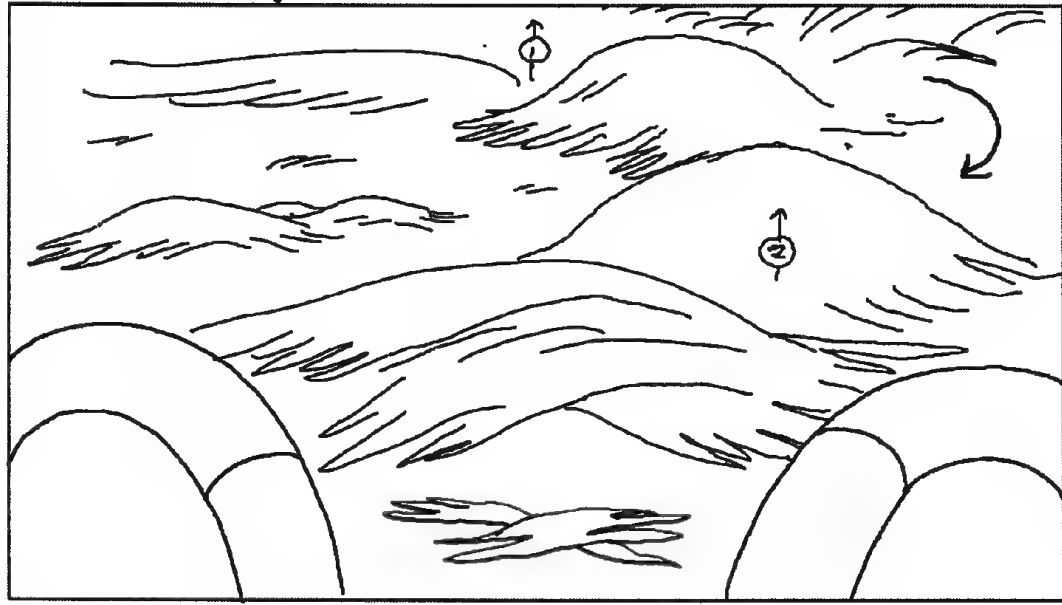
248

ADVENTURE TIME

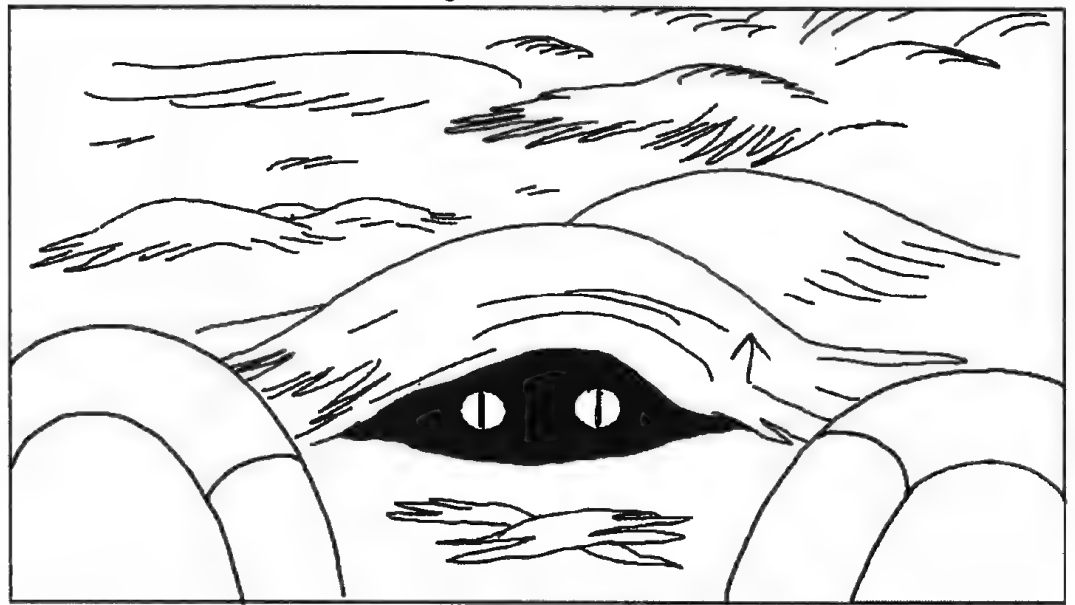


Page 159

Sc. 92 *cont* Pnl. 1 Bg. day night



Sc. 92 *cont* Pnl. 2 Bg. day night



Dialog:	
(S)	SOME KIND OF GRASS OCTOPUS SPIDER.
Action:	
- SPIDER "BUGS" BUNNY'S THRU THE GRASS PILES	- SPIDER LIFTS HEAD UP, CREATING SMALL 'CAVE' FEB 25 2016
Timing:	

EPISODE # 1042-248

Production :

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1042 248

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1042 248

ADVENTURE TIME



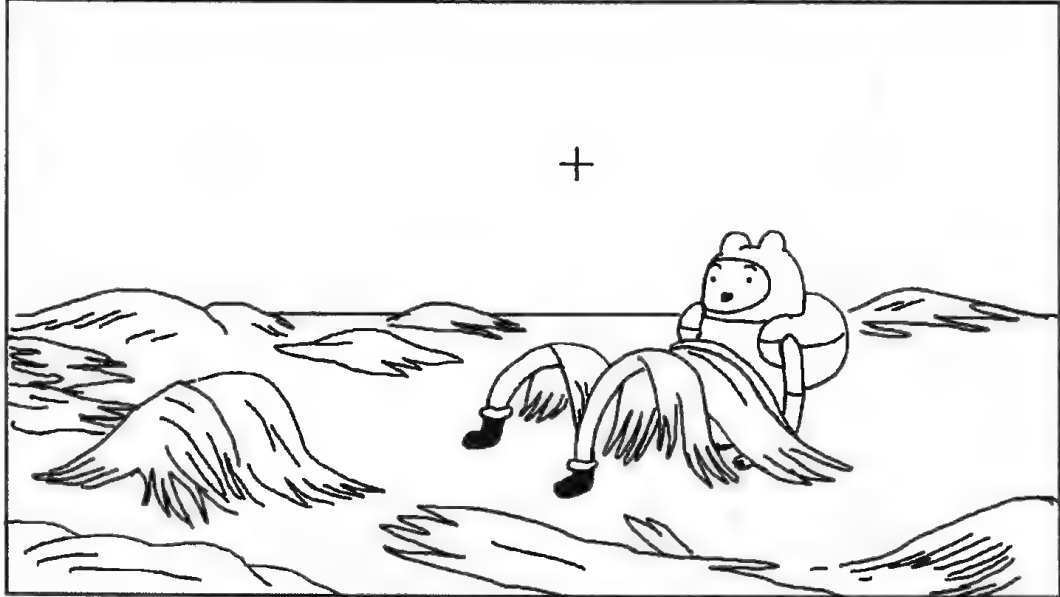
Page 160

Sc. 93

Pnl. A

Bg.

day night



Sc. 93 *cont*

Pnl. B

Bg.

day night



Dialog:

(F)

A A H ! GRASS DEMON !

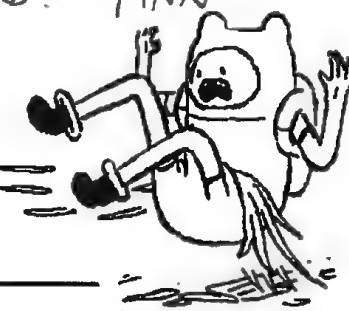
FEB 25 2016

Action:

S. P.

- SPIDER CRAWLS TOWARDS FINN  
- FINN FLAILS LIMBS.

Timing:



EPISODE # 1042-248

Production :

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1042 248

1042 248

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# ADVENTURE TIME

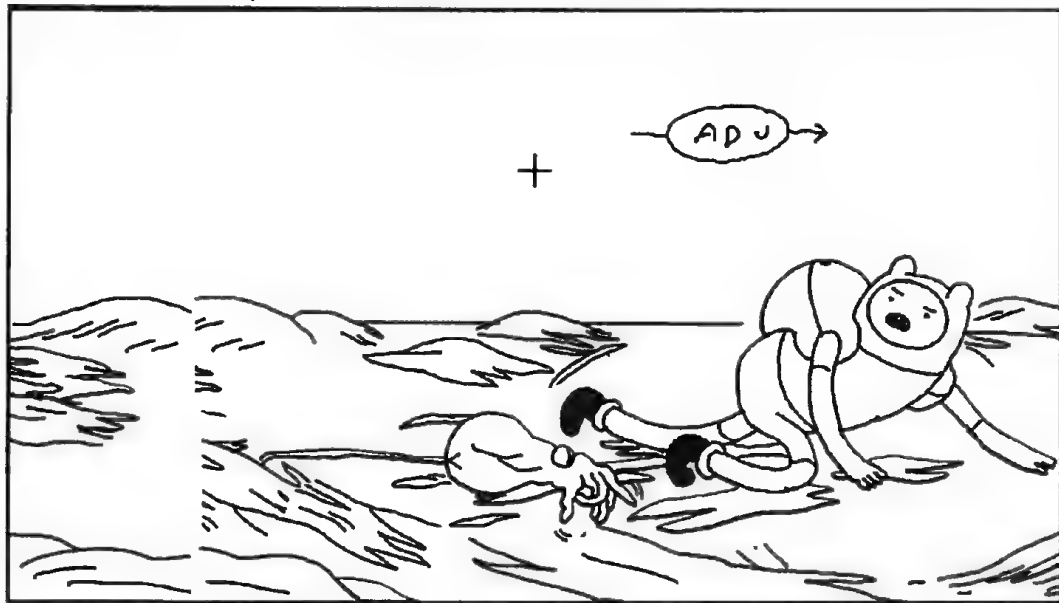


Page 161

Sc. 93 *cont* Pnl. *C*

Bg.

day night

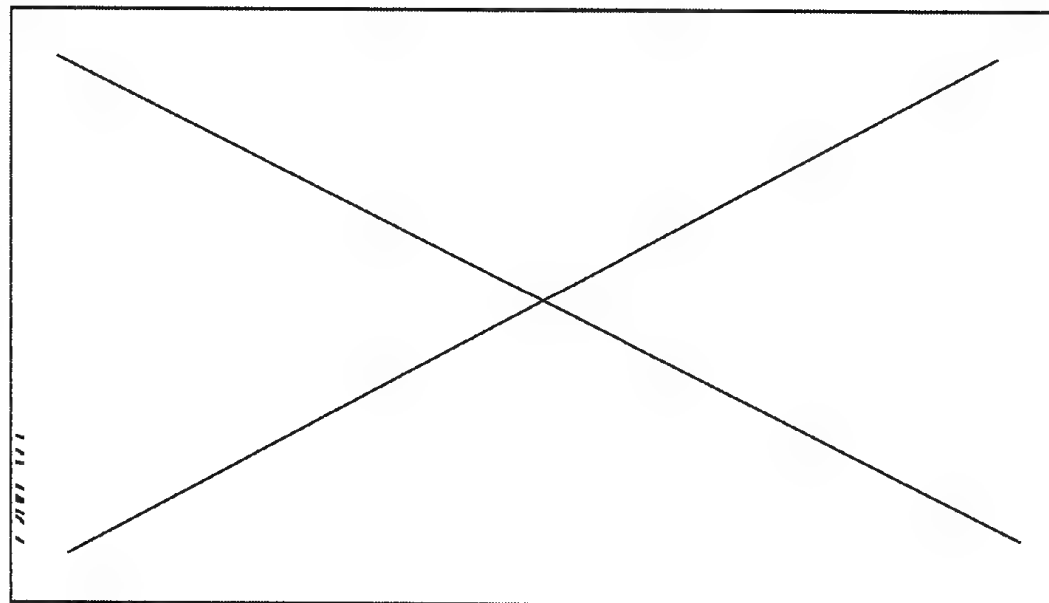


Sc. -

Pnl.

Bg.

day night



Dialog:

*C* YOU'RE MAKING ME NERVOUS, DUDE

Action:

- F. ATTEMPTS TO HALFHEARTEDLY ESCAPE.

FEB 25 2016

Timing:

EPISODE # 1042-248

Production :

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# ADVENTURE TIME

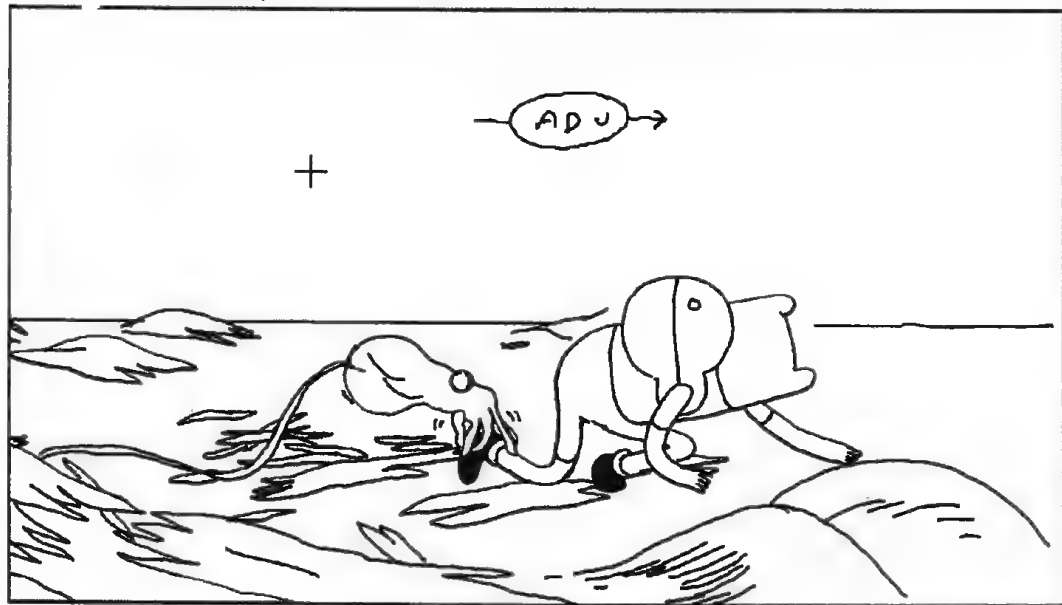


Sc. 93 cont

Pnl. D

Bg.

day night

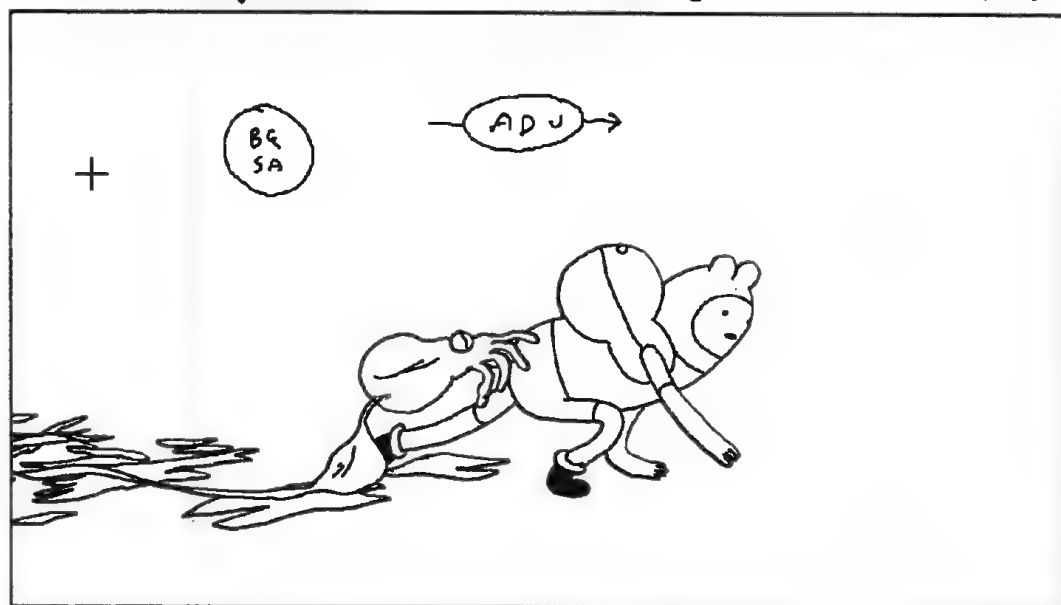


Sc 93 cont

Pnl. E

Bg.

day night



Dialog:	ⓔ/ NOOOO,
Action:	- SPIDER CRAWLS UP FINN'S LEG.
Timing:	FEB 25 2016

EPISODE # 1042-248

1042 248

Production :

ADVENTURE TIME



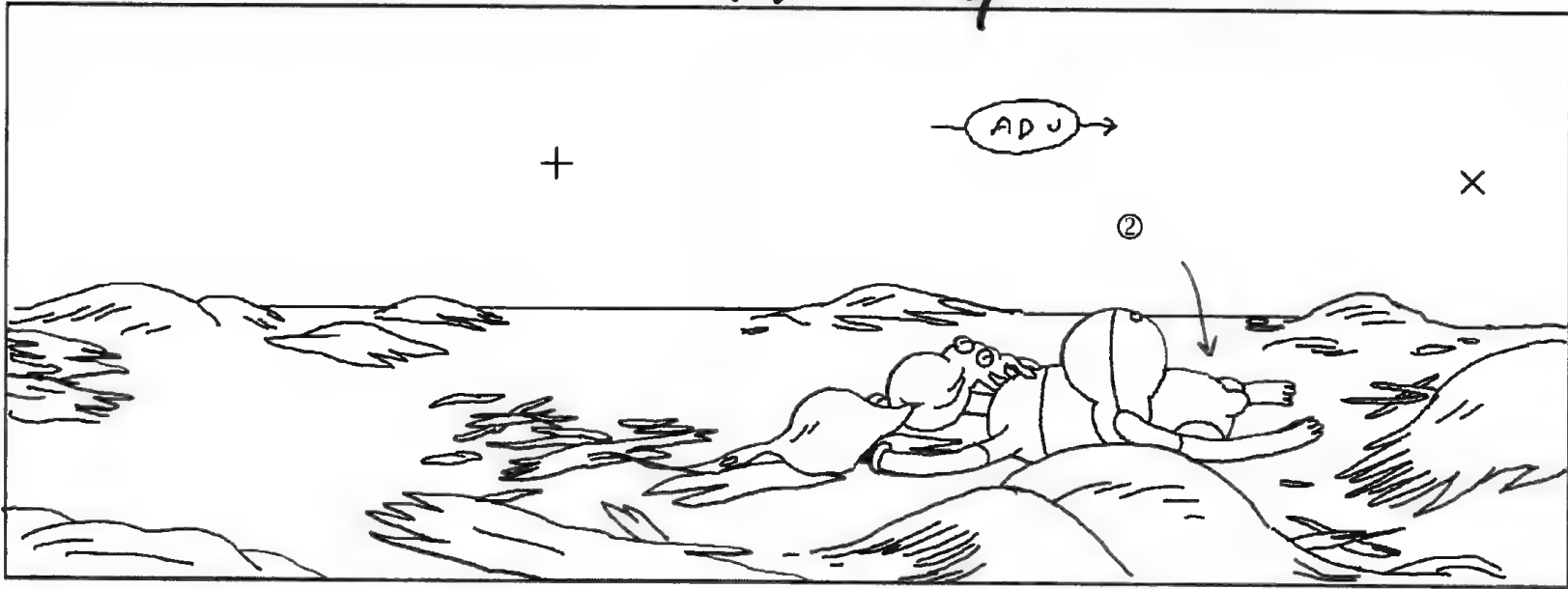
Sc. 93 *cont*


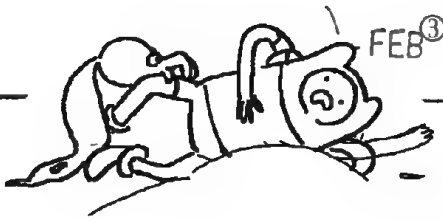
Pnl. *6*

Bg.

day night

Page 163



Dialog:	<i>(F)</i> No, no, no                      S/ DON'T WORRY ABOUT ME.	
Action:		
Timing:	<p>① - F. COLLAPSES - PAN w/ SPIDER.</p>	<p>FEB 25 2016</p>

EPISODE # 1042-248

Production :

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# ADVENTURE TIME



Page 164

Sc. 93 *CONT*

Pnl. H

Bg.

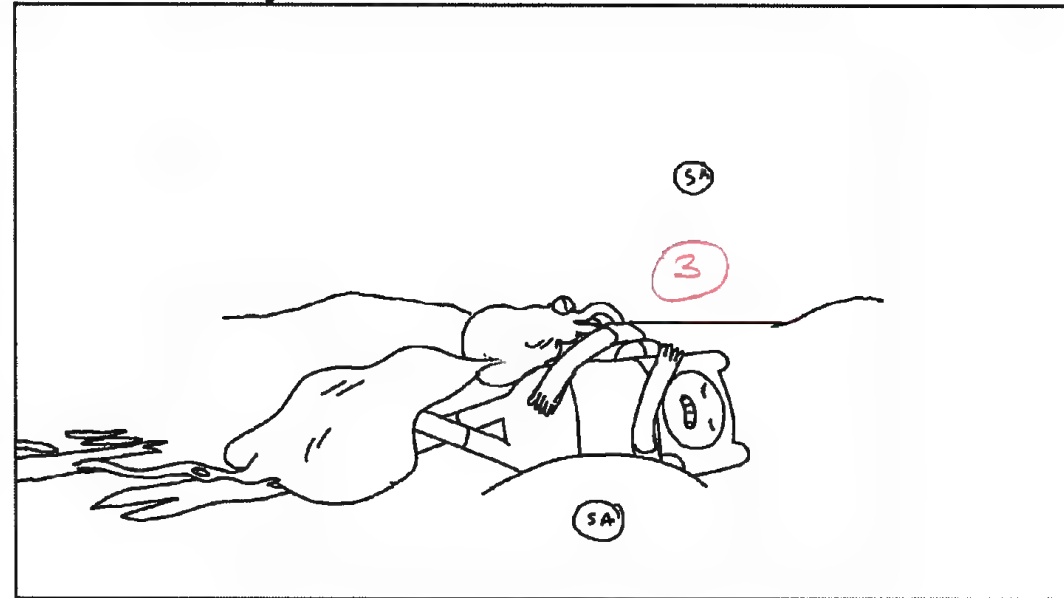
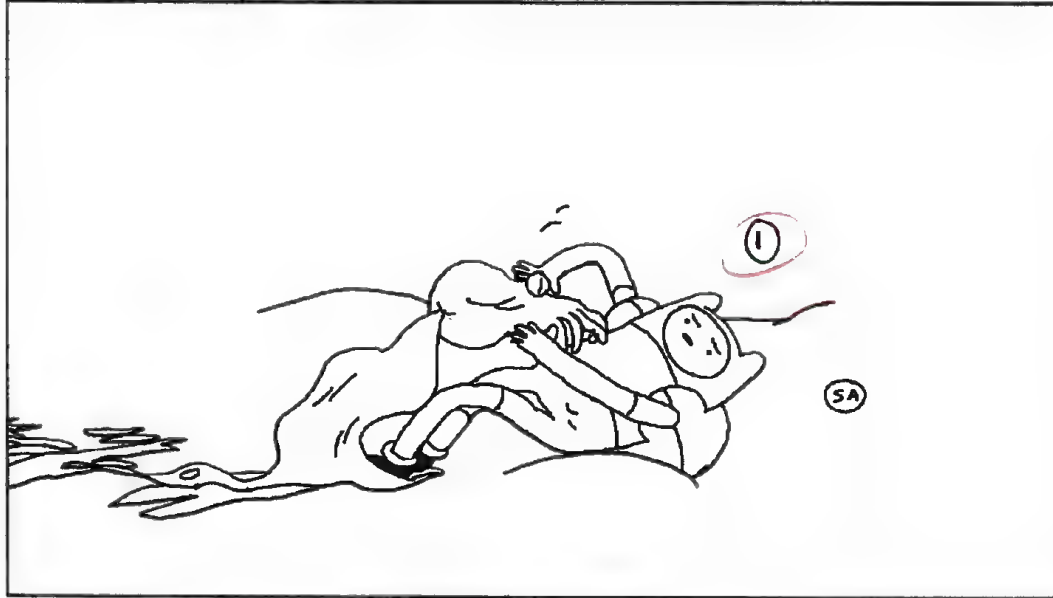
day night

Sc. 93 *CONT*

Pnl. H

Bg.

day night



Dialog:

(F) (UF!)

Action:

-SPIDER STARTS COVERING FINN  
WITH WEBBING.

Timing:



FEB 25 2016

EPISODE # 1042-248

Production :

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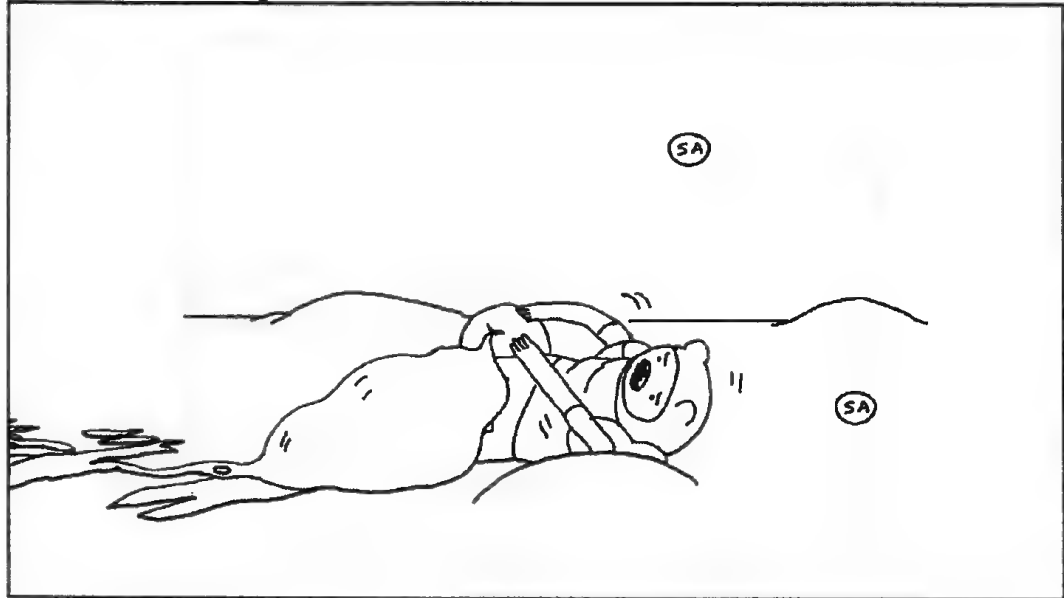
1042 248

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ADVENTURE TIME



Sc. 93 *cont* Pnl. I Bg. day night



Sc. 94 Pnl. A Bg. day night



Dialog:	
<i>F/</i>	<i>I AM WORRYING ABOUT YOU!</i>
<i>F/</i>	<i>DUDE</i>
Action:	<i>- F. STRUGGLES WEEKLY AGAINST SIDER</i>
FEB 25 2016	
Timing:	

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EPISODE #

1042 248

Production :

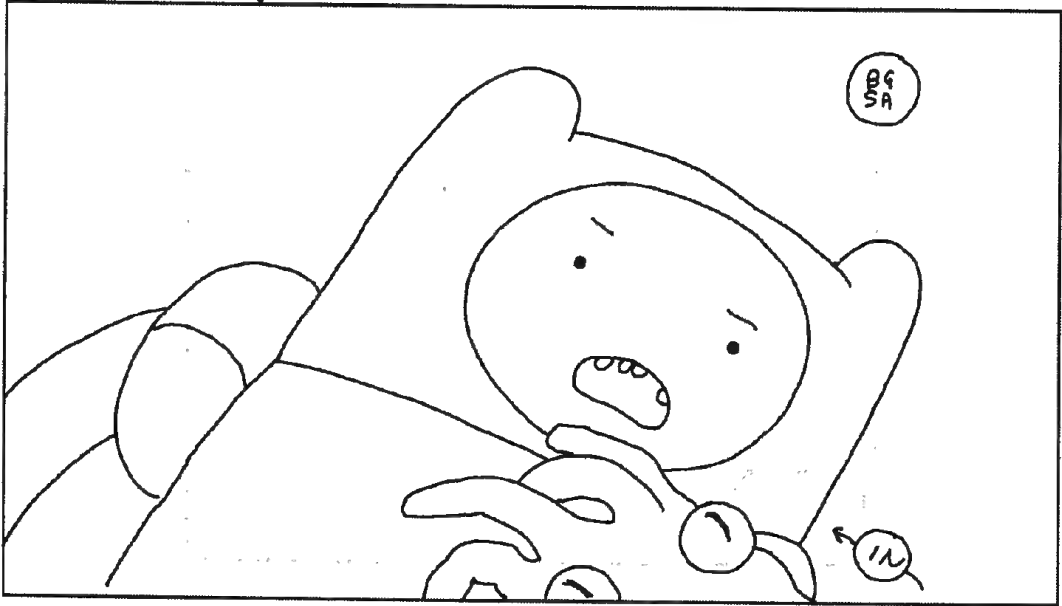
ADVENTURE TIME



Sc. 94 *cont* Pnl. B

Bg.

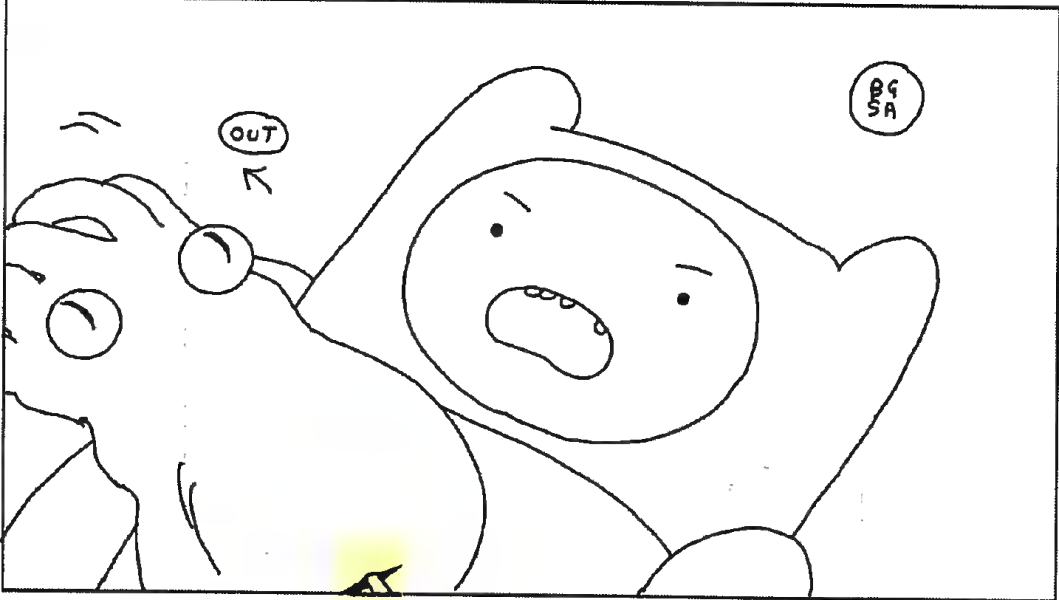
day night



Sc. 94 *cont* Pnl. C

Bg.

day night



Dialog:	
(F) STOP THIS..	
Action:	- SPIDER CRAWLS ACROSS FINN
Timing:	FEB 2 5 2016

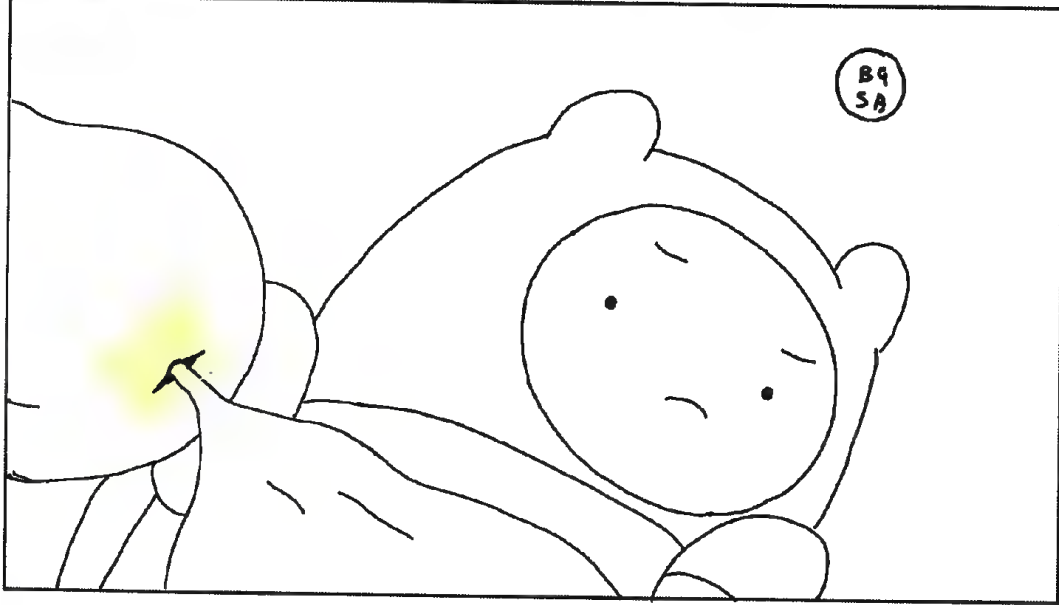
EPISODE # 1042-248

Production :

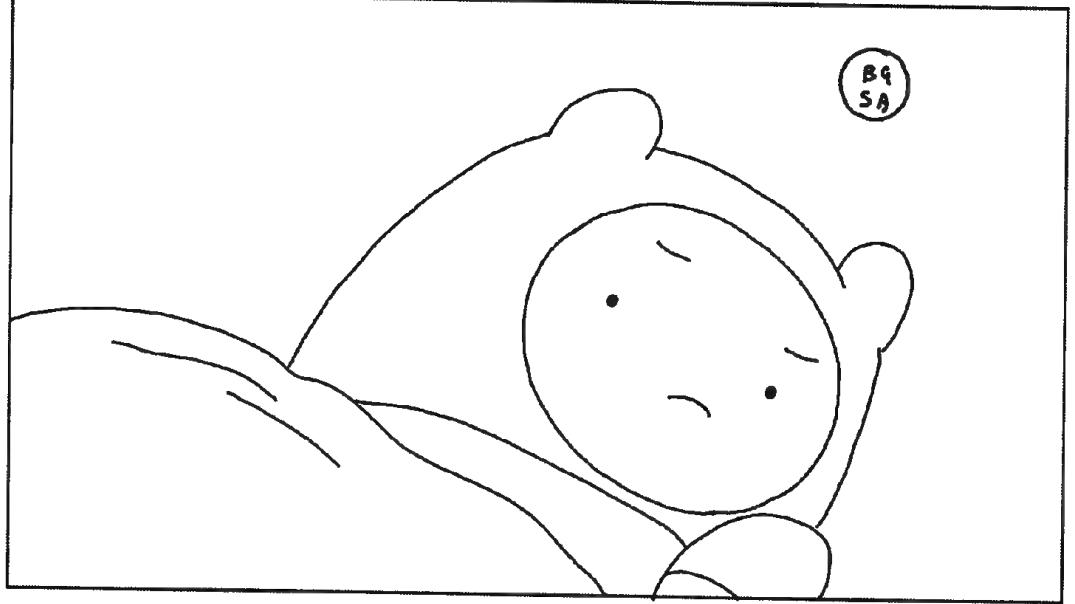
ADVENTURE TIME



Sc. 94 cont Pnl. D Bg. day night



Sc. 94 cont Pnl. E Bg. day night



Dialog:	
③ IT'S OKAY, I JUST GOTTA DO SOMETHING HERE. ONE SEC.	
Action:	-SPIDER CRAWLS OFF/S.
Timing:	FEB 25 2016

EPISODE # 1042-248

Production :

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# ADVENTURE TIME



Sc. 94 *CONT*

Pnl. E

Bg.

day night

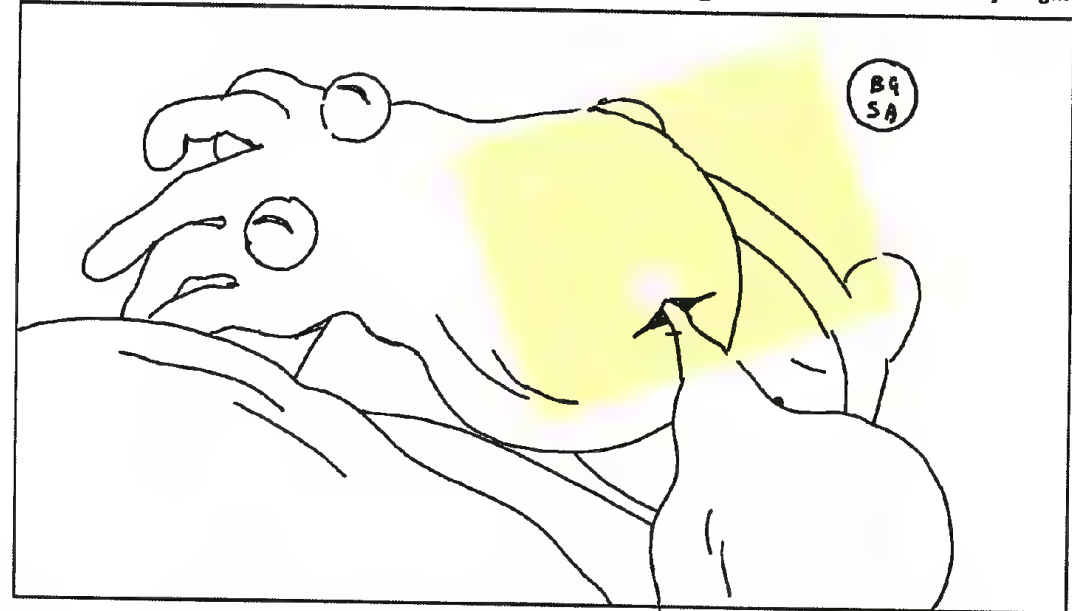
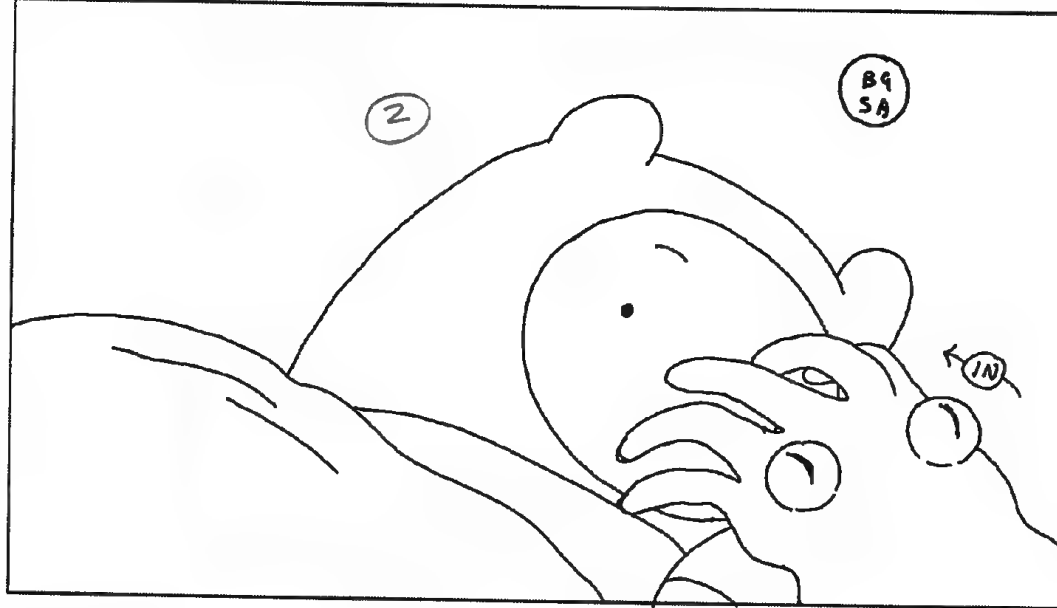
Sc. 94 *CONT*

Pnl. F

Bg.

day night

Page 168



Dialog:

~~(F)~~ OKAY , JUST ONE more,

Action:

- SPIDER CRAWLS ON/S AGAIN, WRAPPING FINN IN MORE WEBBING.

FEB 25 2016

Timing:

EPISODE # 1042-248

Production :

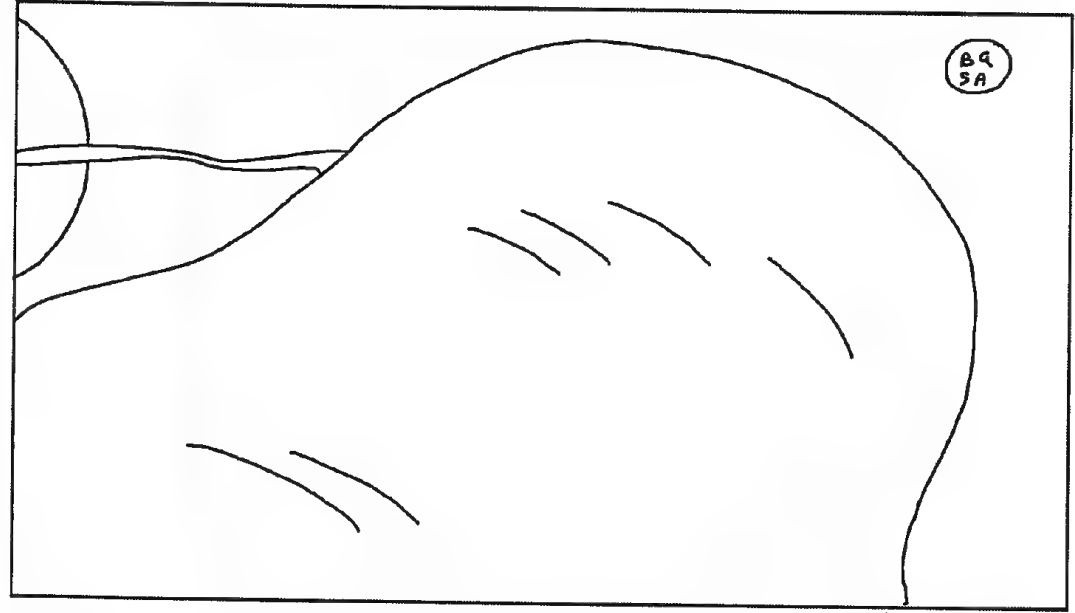
1042 248

1042 248

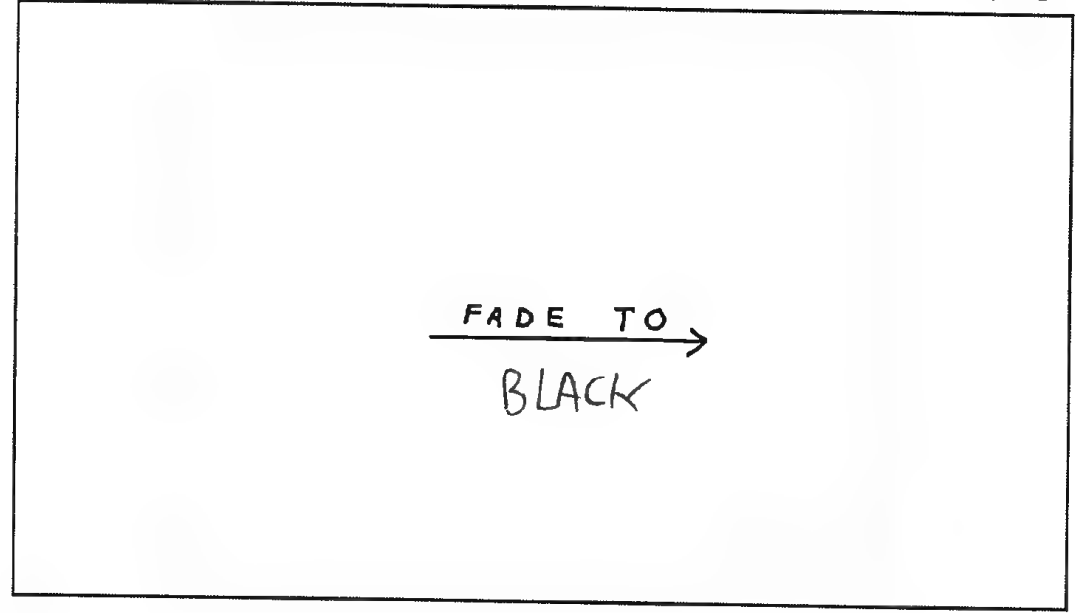
ADVENTURE TIME



Sc. 94 *cont* Pnl. G Bg. day night



Sc. *94 cont* Pnl. / Bg. / day night



Dialog:	<i>(F) MUFFLE</i>
Action:	<i>-E. IS ENCASED IN SPIDERS COCOON.</i>
Timing:	FEB 25 2016

EPISODE # 1042-248  
Production :

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# ADVENTURE TIME



Sc. 95

Pnl. A

Bg.

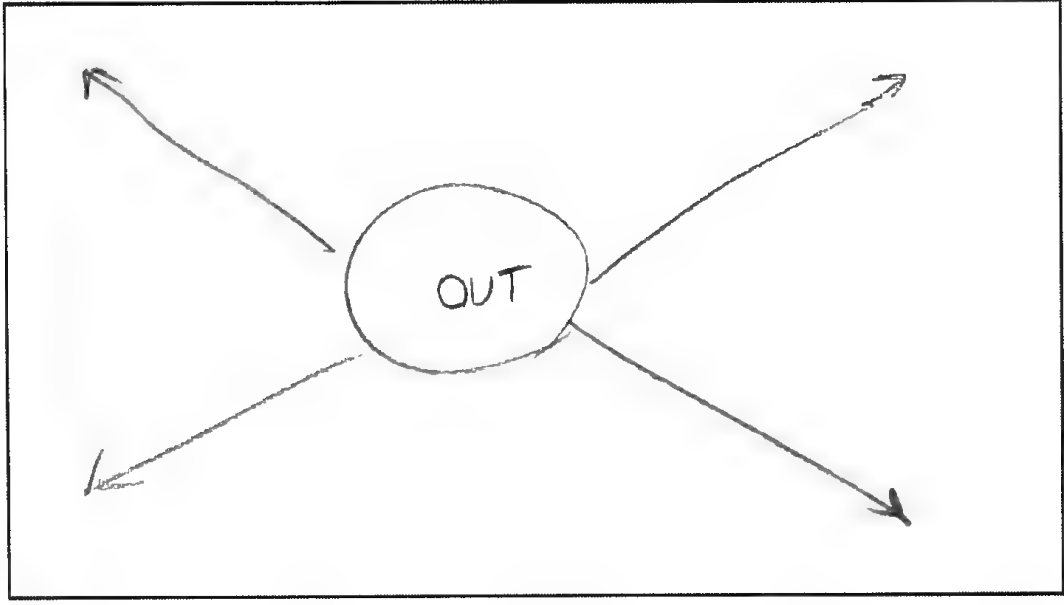
day night

Sc. /

Pnl. /

Bg. /

day night



Dialog:

Action:

BLACK

FEB 25 2016

Timing:

EPISODE # 1042-248

Production :

1042 248



ADVENTURE TIME



Sc. 95 *cont* Pnl. B Bg. day night

Sc. 95 *cont* Pnl. / Bg. / day night

FADE TO →

Dialog:
Action: - COCOON + SPIDER FADE ON/S.
Timing:

FEB 25 2016

1042-248

EPISODE #

Production :

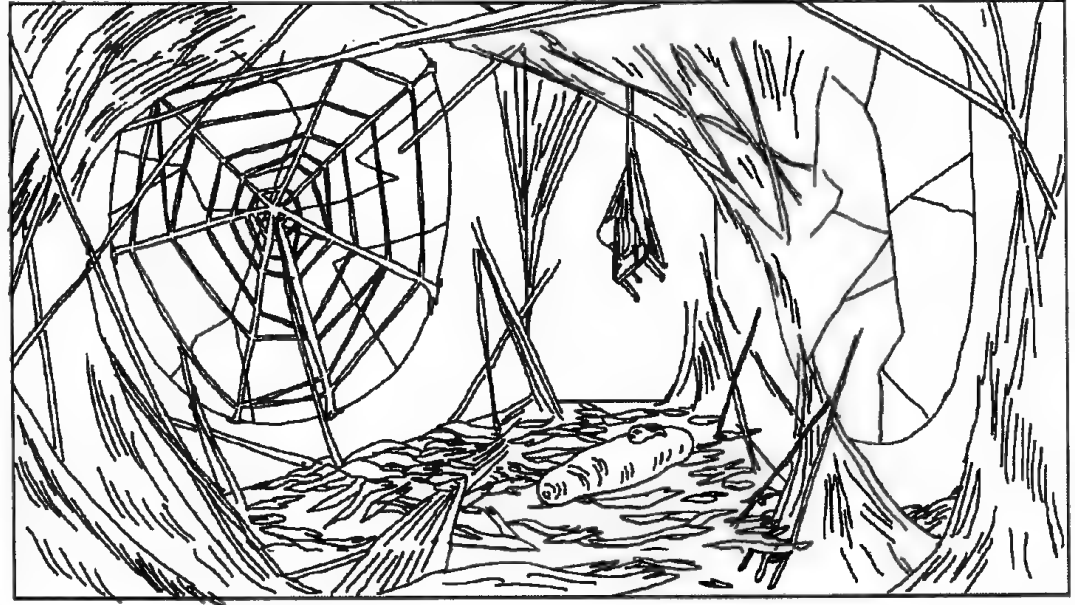
1042 248

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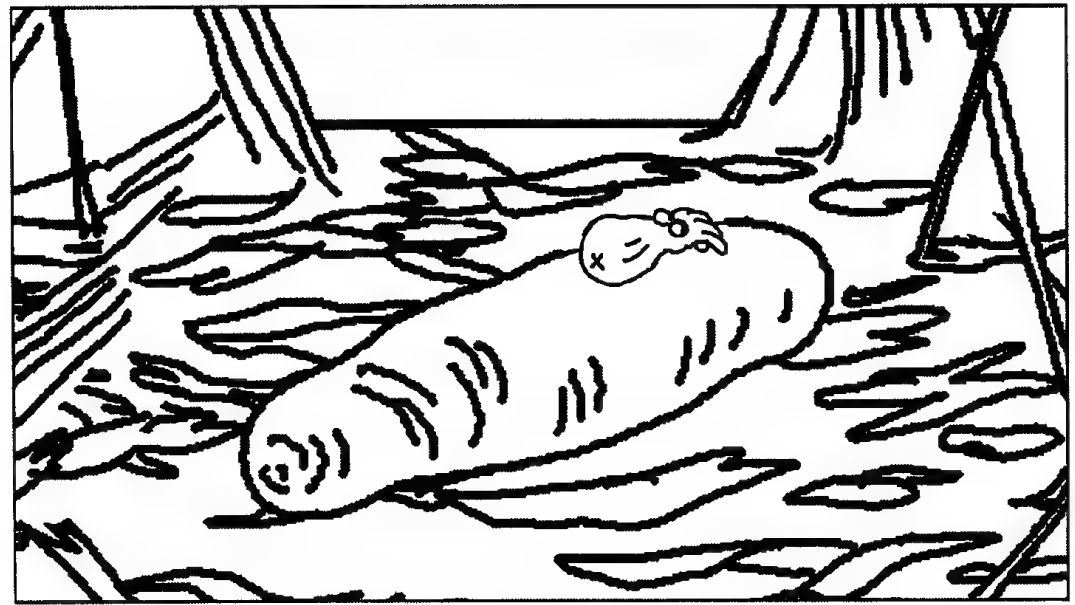
ADVENTURE TIME



Sc. 95 CONT Pnl. C Bg. day night



Sc. 96 Pnl. A Bg. day night



Dialog:	
Action:	- HILT ROOM IS FILLED WITH GRASS WEBS. - CHAIR IS HANGING BY WEB.
Timing:	- SPIDER SITS ON TOP OF COCOON FEB 25 2016

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EPISODE #

1042 248

Production :

1042 248

1042 248

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# ADVENTURE TIME

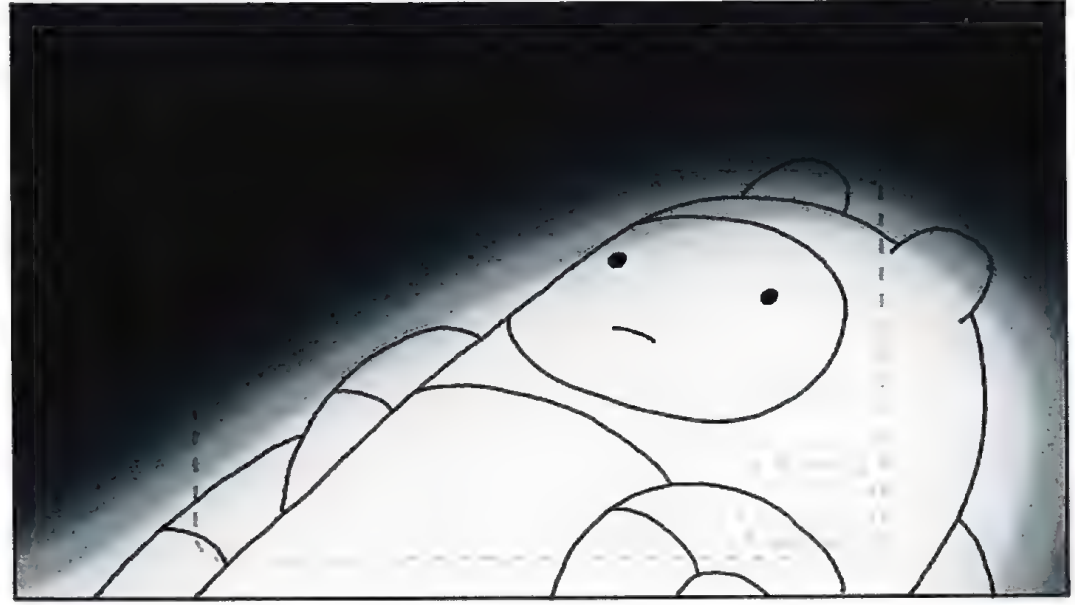


Sc. 97

Pnl. A

Bg.

day night



Sc. 97 *cont*

Pnl. B

Bg.

day night



Dialog:	
Ⓔ ...	Ⓔ SIGH SO HOW ARE YOU, TODAY.
Action:	- COCOON INTERIOR,
FEB 25 2016	
Timing:	

EPISODE # 1042-248

Production :

1042 248

Q47 74A1

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# ADVENTURE TIME



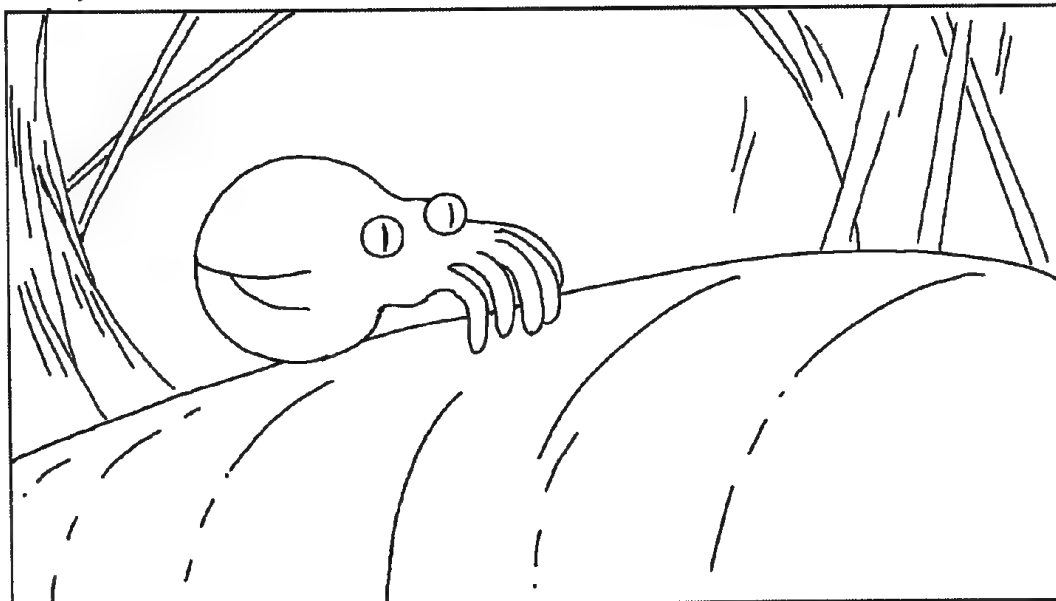
Page 174

Sc. 98

Pnl. A

Bg.

day night



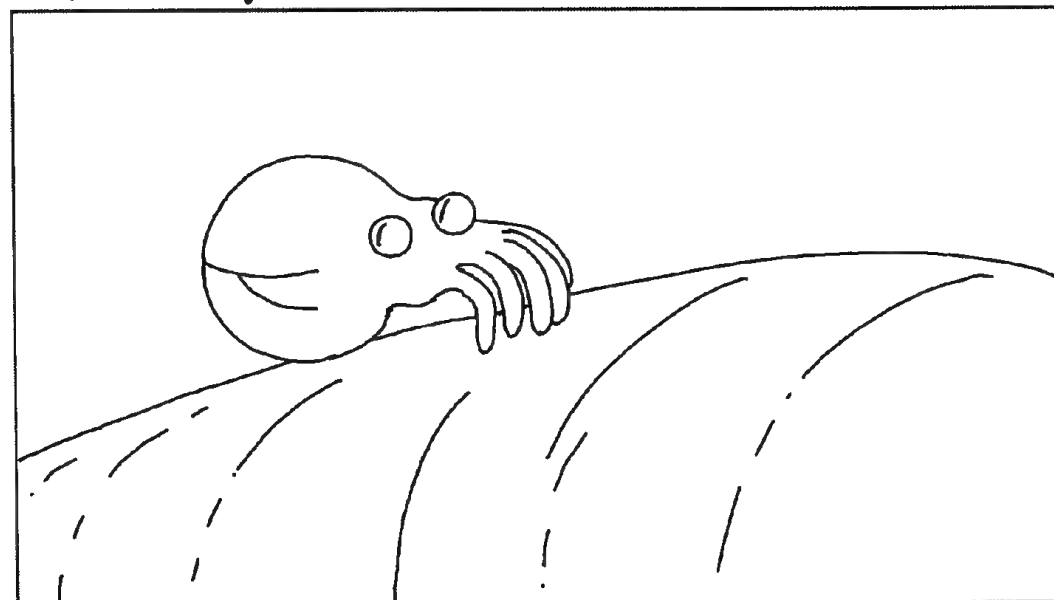
Sc. 98

cont

Pnl. B

Bg.

day night



Dialog:

⑤ I'M GOOD.

⑤ I WANT OUT OF HERE, THO.  
I'VE PRETTY MUCH  
DONE ALL I CAN IN HERE. You and me,

Action:

WE COULD DO A LOT BETTER OUT  
THERE...

FEB 25 2016

Timing:

(FINGER WIGGLE. FOLLOWING PAGE.)

EPISODE # 1042-248

1042 248

Production :

1042 248

1042 248

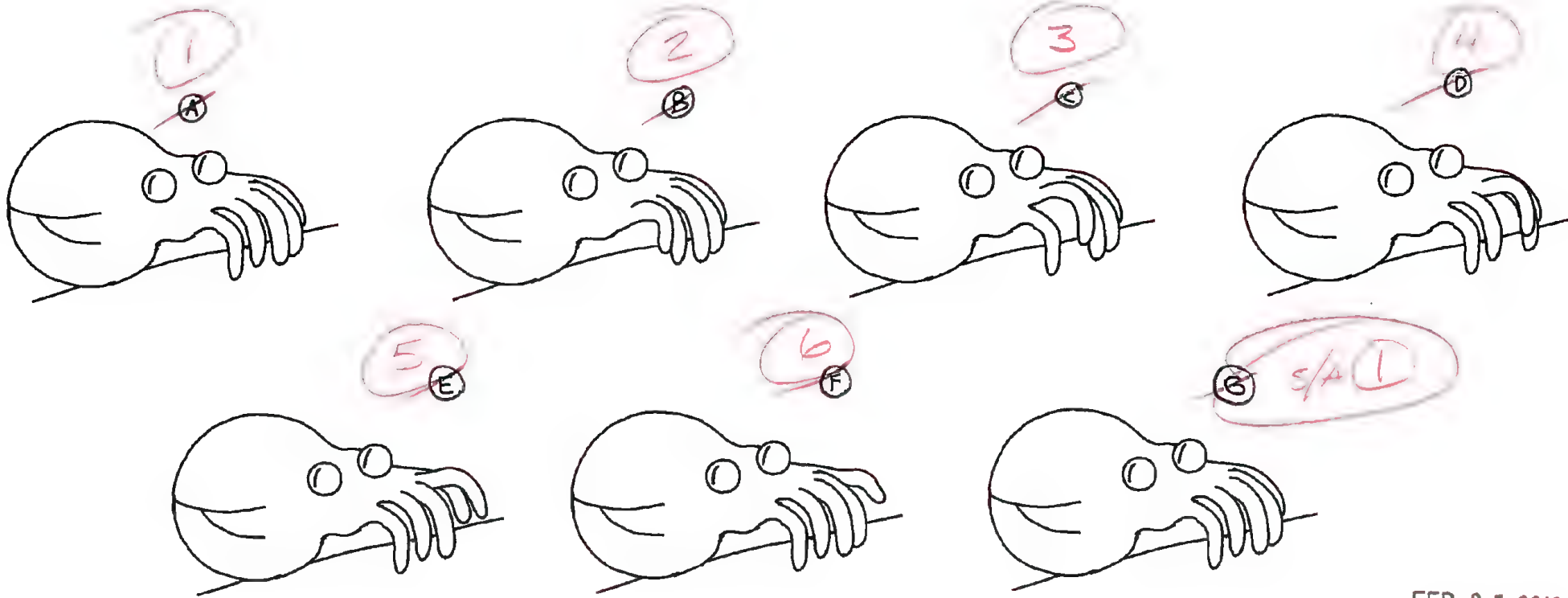
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# ADVENTURE TIME



SC. 98 CONT

REF. POSES



FEB 25 2016

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Production :

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1042 248

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# ADVENTURE TIME



Page 176

Sc. 99

Pnl. A

Bg.

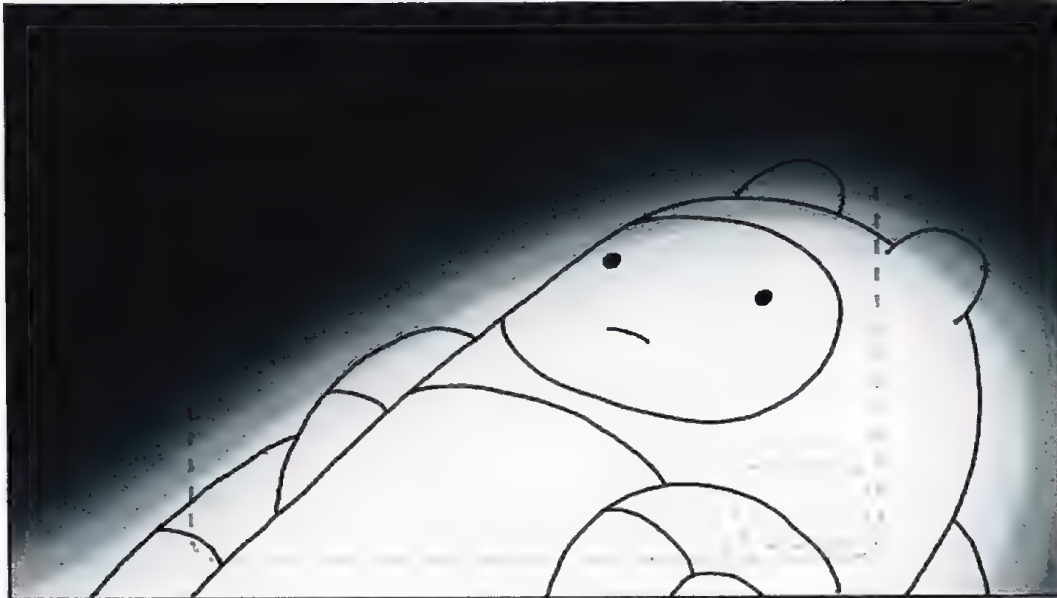
day night

Sc. 99 CONT

Pnl. B

Bg.

day night



Dialog:

(F) I WANT OUT TOO.

Action:

= THINKS =

FEB 25 2016

Timing:

EPISODE # 1042-248

Production :

1042 248

1042 248



# ADVENTURE TIME



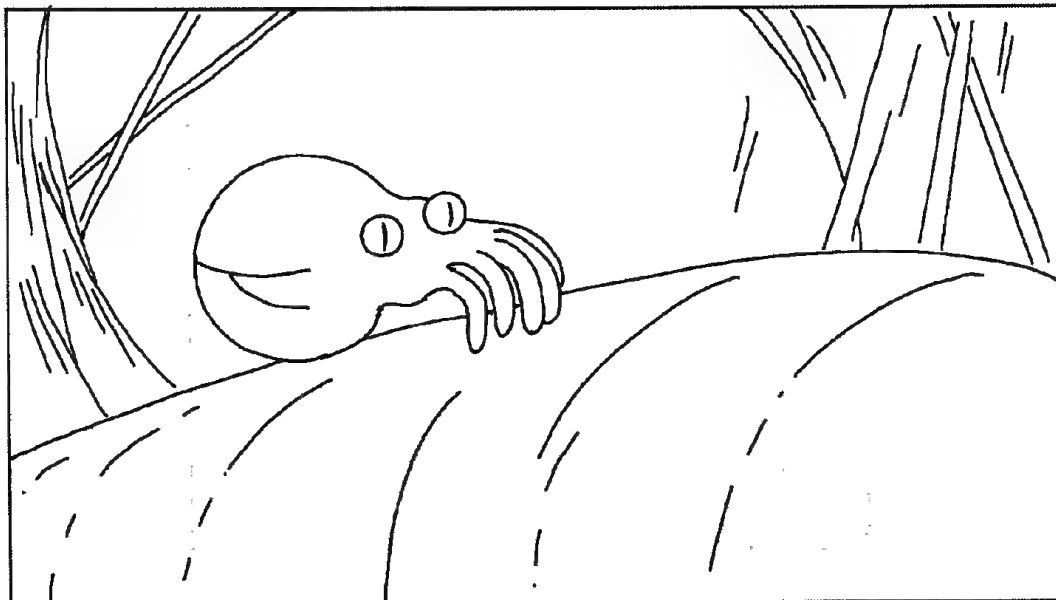
Page 177

Sc. 100

Pnl. A

Bg.

day night

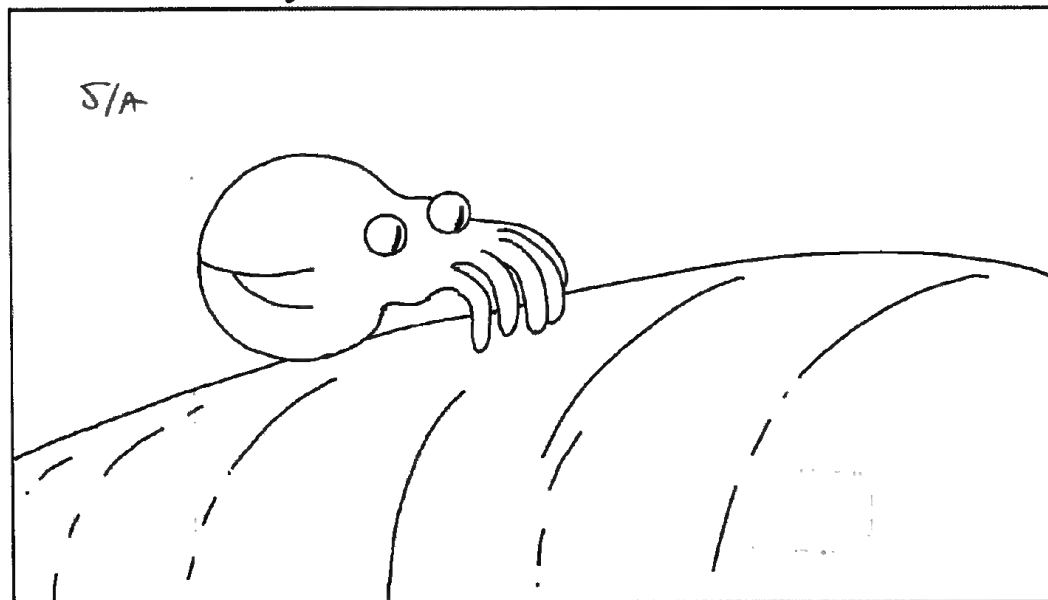


Sc. 100 *CONT*

Pnl. B

Bg.

day night



Dialog:

*S* YEAH ... LET'S DO IT -

*S* HAH WAIT, DO YOU MEAN OUT  
OF THE SWORD OR OUT OF  
THE COCOON?

Action:

- SPIDER LOOKS DOWN AT COCOON.

FEB 25 2016

Timing:

1042-248

EPISODE #

1042 248

Production :

1042 248



1042 248

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# ADVENTURE TIME



Page 178

Sc. 101

Pnl. A

Bg.

day night

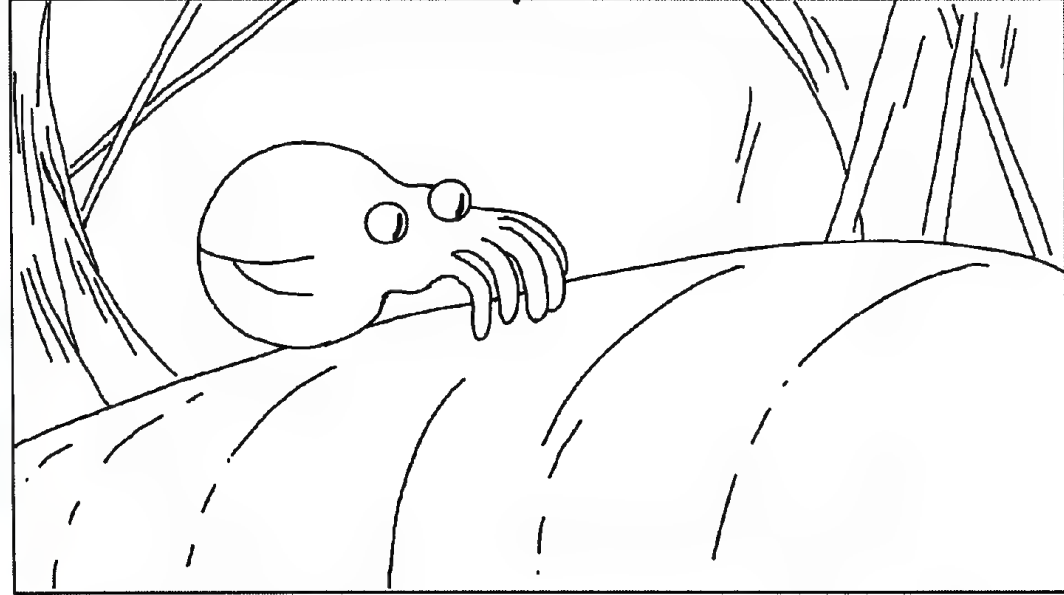


Sc. 102

Pnl. A

Bg.

day night



Dialog:

...

⑤ PAL?

Action:

== BEAT ==

FEB 25 2016

Timing:

1042-248

EPISODE #

1042 248

Production :

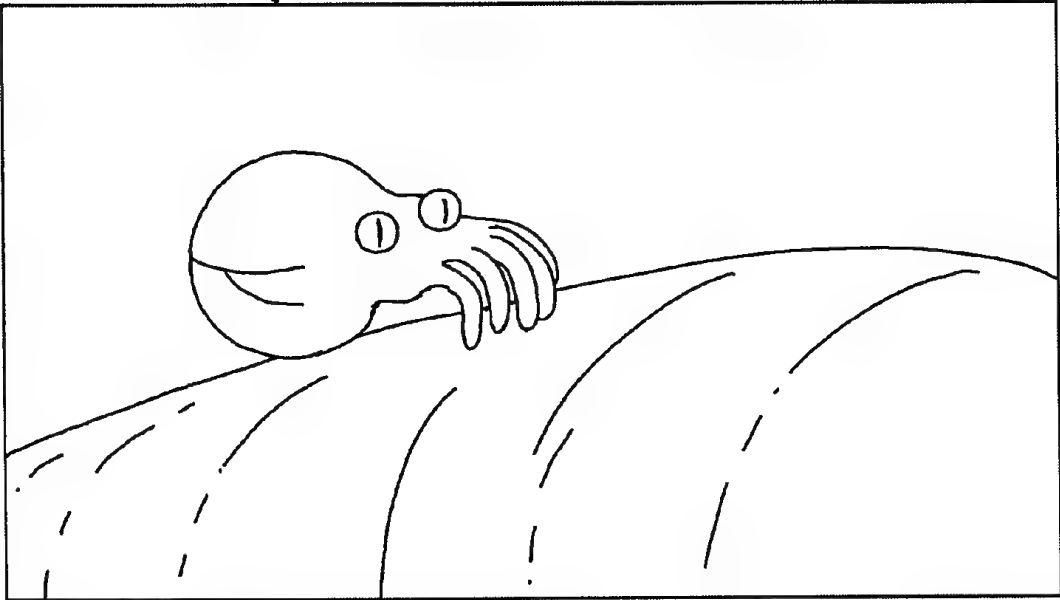
1042 248

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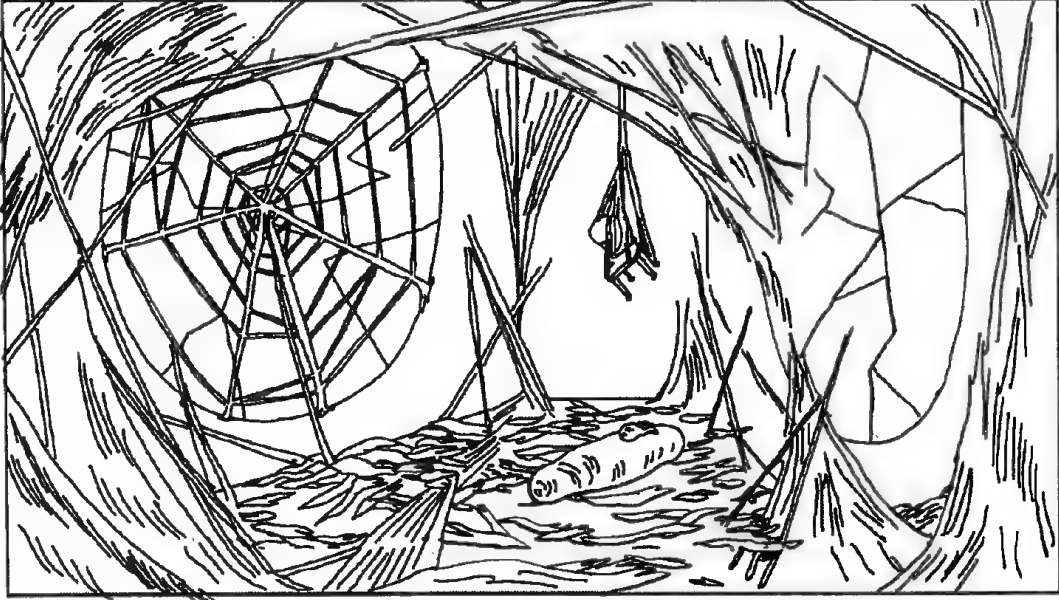
ADVENTURE TIME



Sc. 102 *cont* Pnl. B Bg. day night



Sc. 103 Pnl. A Bg. day night



Dialog:
⑤ HA O.K. I GET IT. WHEN WE GET OUT OF HERE LET ME DO THE TALKING.
Action:
FEB 25 2016
Timing:

EPISODE # 1042-248 Production :

# ADVENTURE TIME

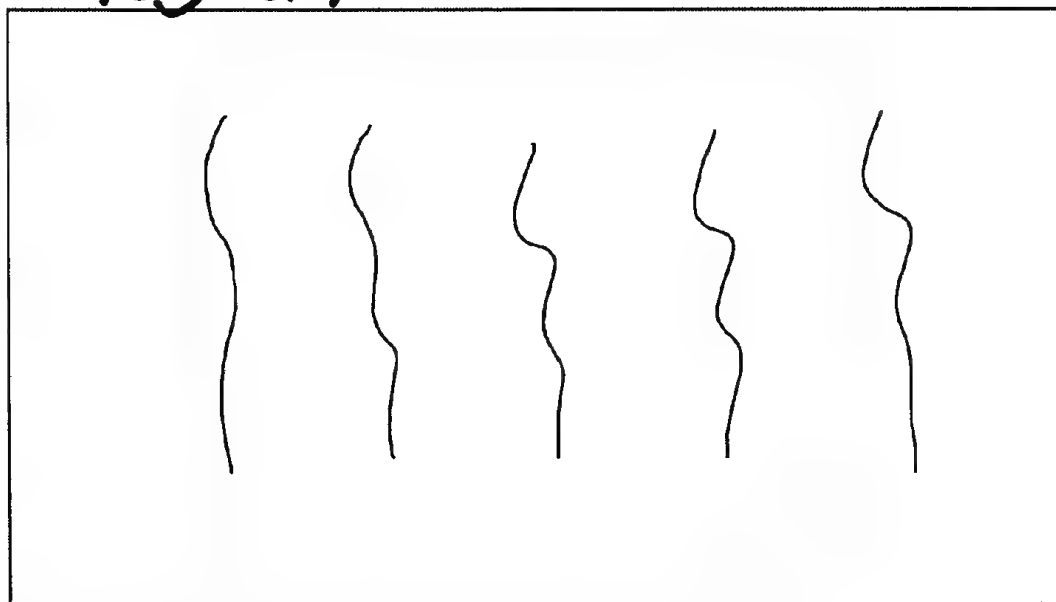


Page / 80

Sc. 103 cont Pnl. -

Bg. -

day night

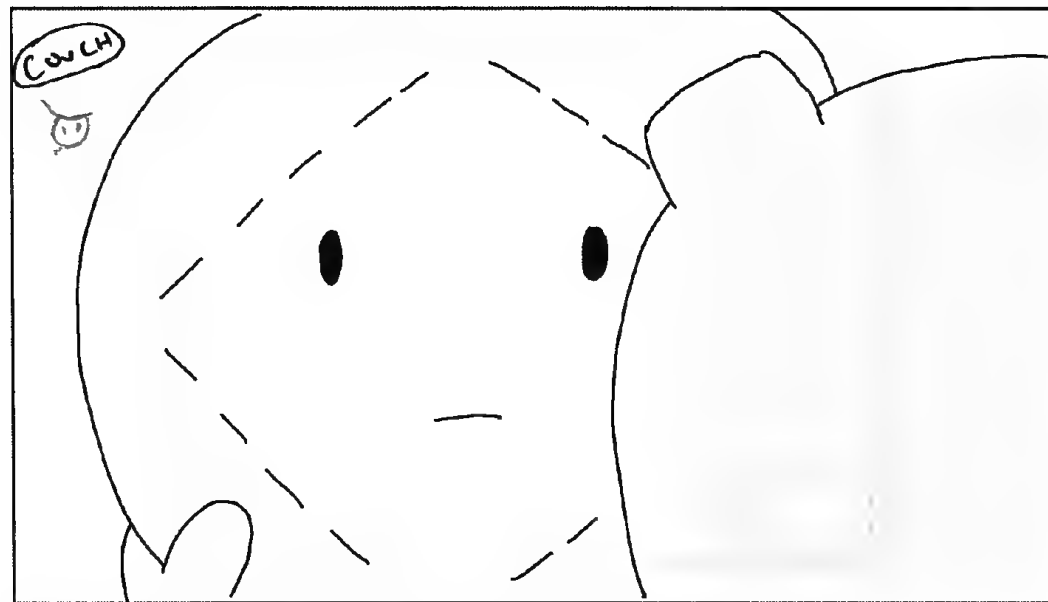


Sc. 104

Pnl. A

Bg.

day night



Dialog:

Action:

FLASHBACK TRANSITION.

- G.F. STARES AT REFLECTION  
IN PLATE.

FEB 25 2016

Timing:

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Production :

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1042 248

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# ADVENTURE TIME



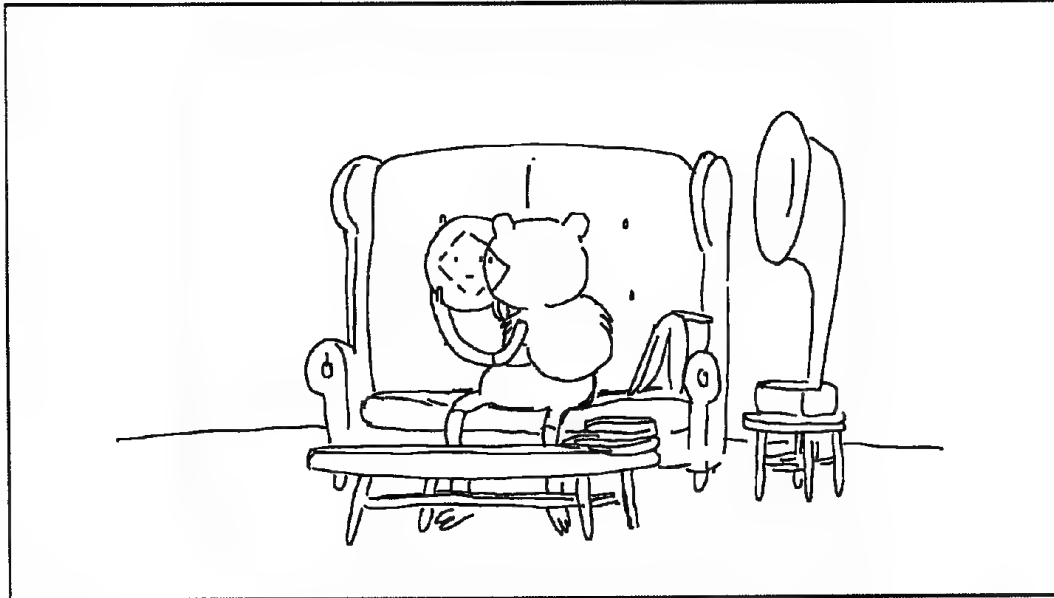
Page 181

Sc. 10 S

Pnl. A

Bg.

day night

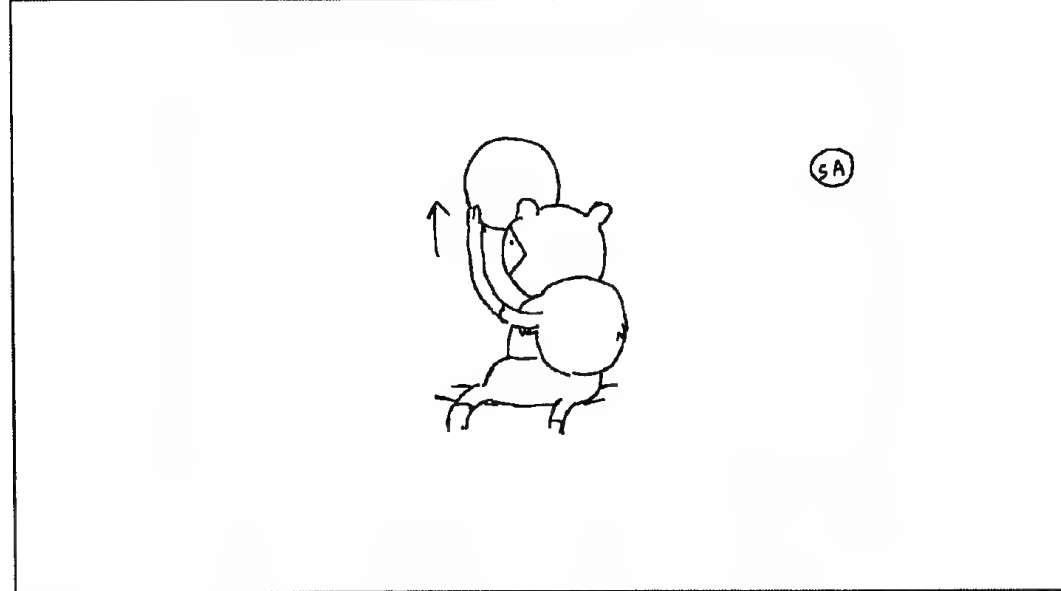


Sc. 10 S *cont*

Pnl. B

Bg.

day night



Dialog:

...

Action:

- G.F. SLOWLY LIFTS PLATE.

FEB 25 2016

Timing:

EPISODE # 1042-248

Production :

1042 248

1042 248

# ADVENTURE TIME

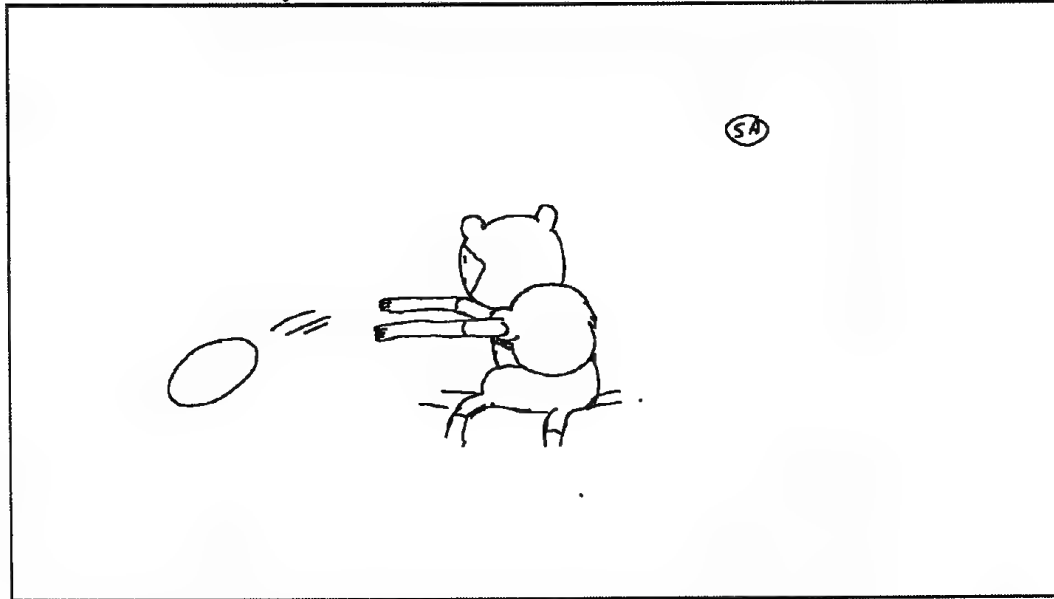


Page 182

Sc. 10 S *cont* Pnl. C

Bg.

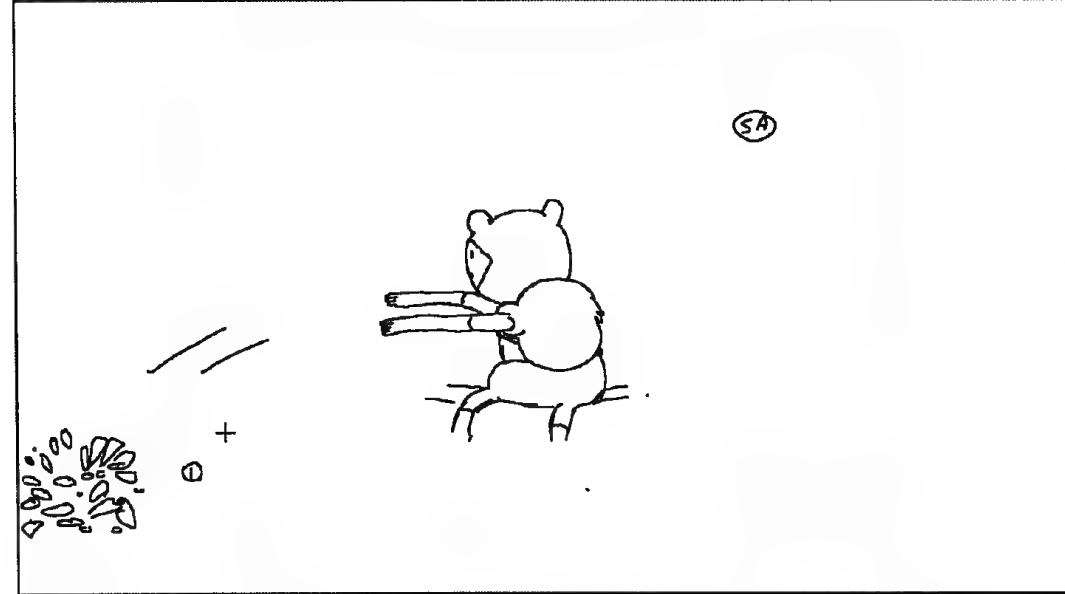
day night



Sc. 10 S *cont* Pnl. D

Bg.

day night



Dialog:

*SMASH!*

Action:

- G.F. SMASHES PLATE

FEB 25 2016

Timing:



+

⊕

EPISODE # 1042-248

Production :

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1042 248

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# ADVENTURE TIME

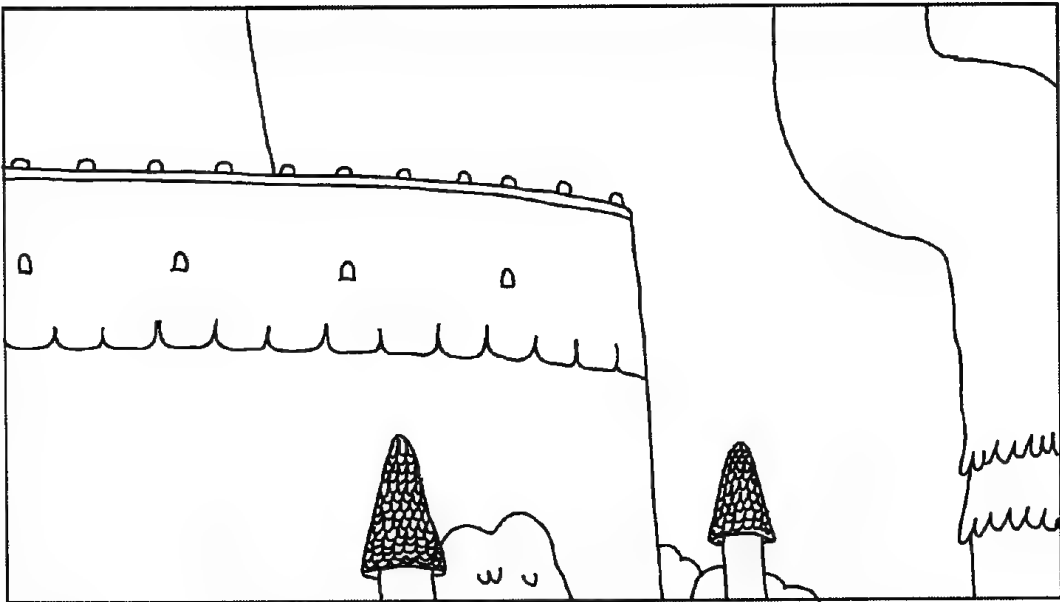


Sc. 106

Pnl. A

Bg.

day night

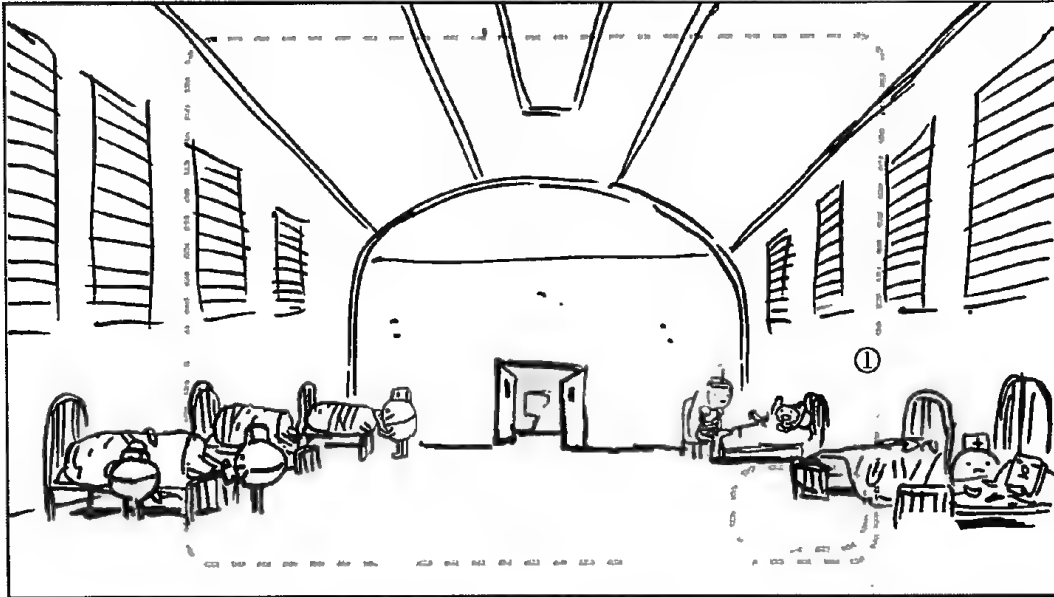


Sc. 107

Pnl. A

Bg.

day night



Dialog:

①...AND THEN "YOU" ASKED ME TO  
TAKE IT FROM THE TOP...

Action:

- CANDY KINGDOM INFIRMARY  
RE - USE FROM  
EARLIER IN THE EP. FEB 25 2016

Timing:



EPISODE # 1042-248

Production :

# ADVENTURE TIME



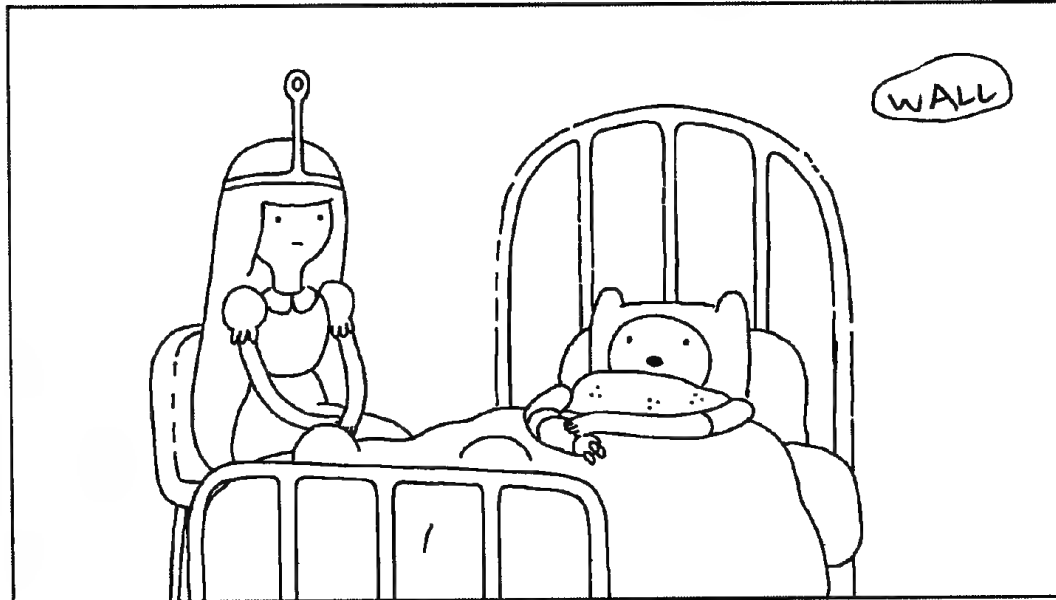
Page 184

Sc. 108

Pnl. A

Bg.

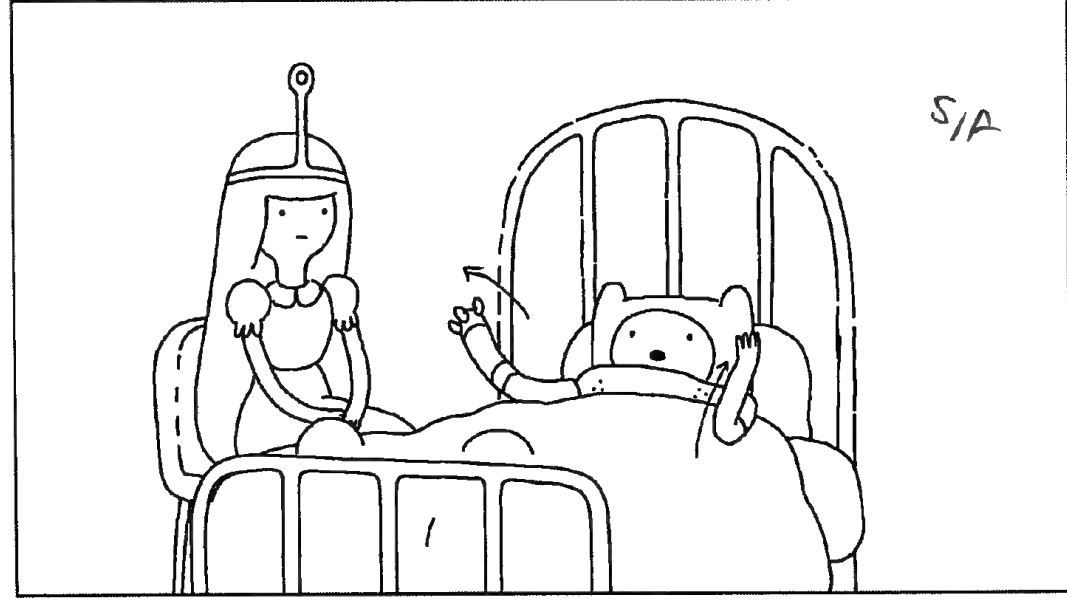
day night



Sc. 108 *cont* Pnl. B

Bg.

day night



Dialog:

Ⓟ SOOOO ... THAT GUY IS DEFINITELY AN ALTERNATE REALITY EVIL DOPPELGÄNGER , RIGHT ?

Action:

FEB 25 2016

Timing:

EPISODE # 1042-248

Production :

1042 248



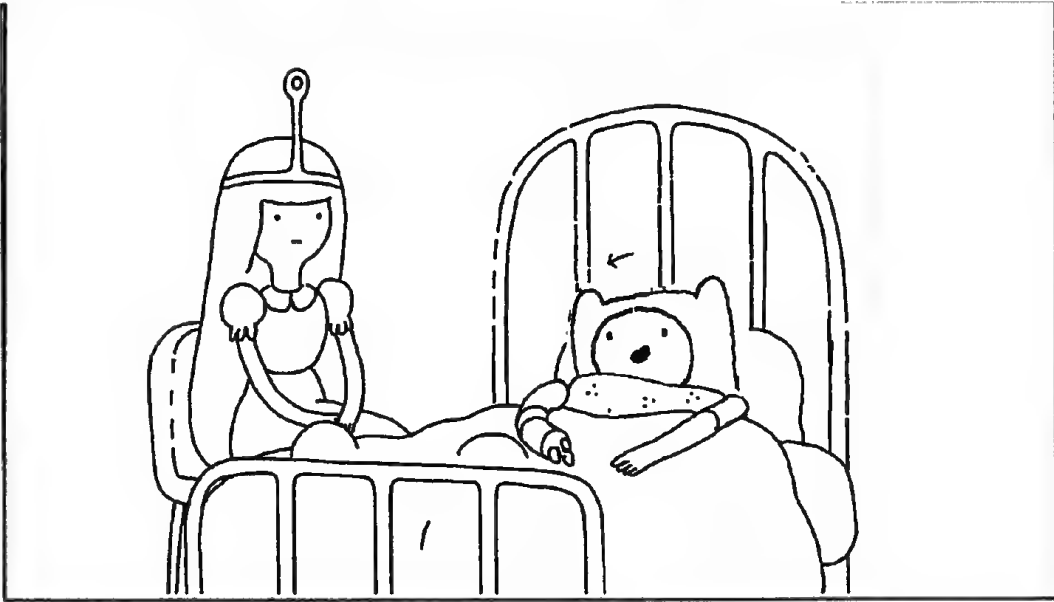
1042 248

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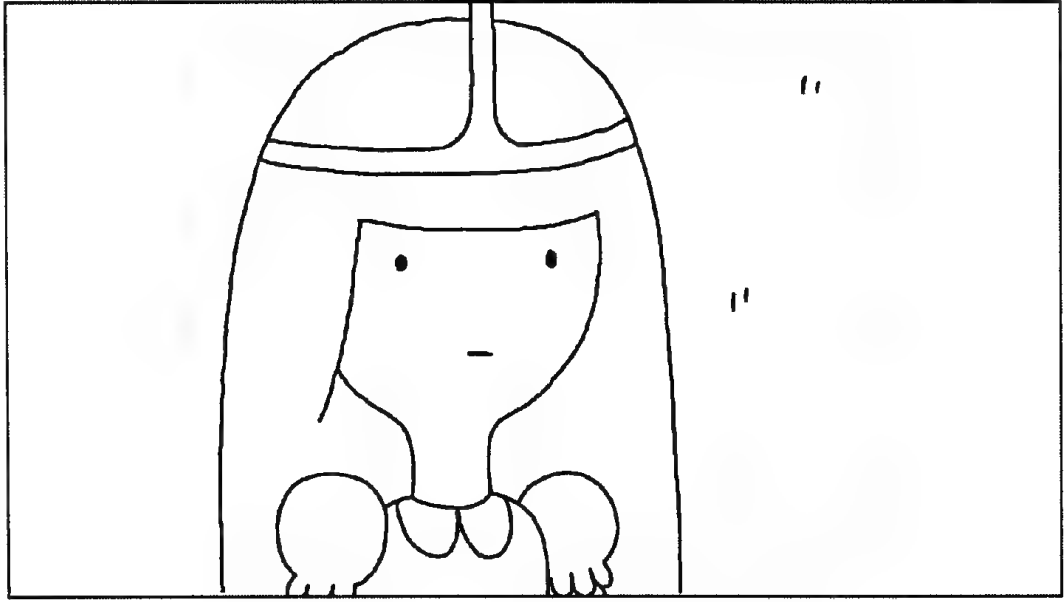
# ADVENTURE TIME



Sc. 108 *cont* Pnl. C Bg. day night



Sc. 109 Pnl. A Bg. day night



Dialog:	
(F) YOU TAUGHT ME THAT WORD.	
Action:	
FEB 25 2016	
Timing:	

EPISODE # 1042-248

Production :

1042 248

1042 248

# ADVENTURE TIME

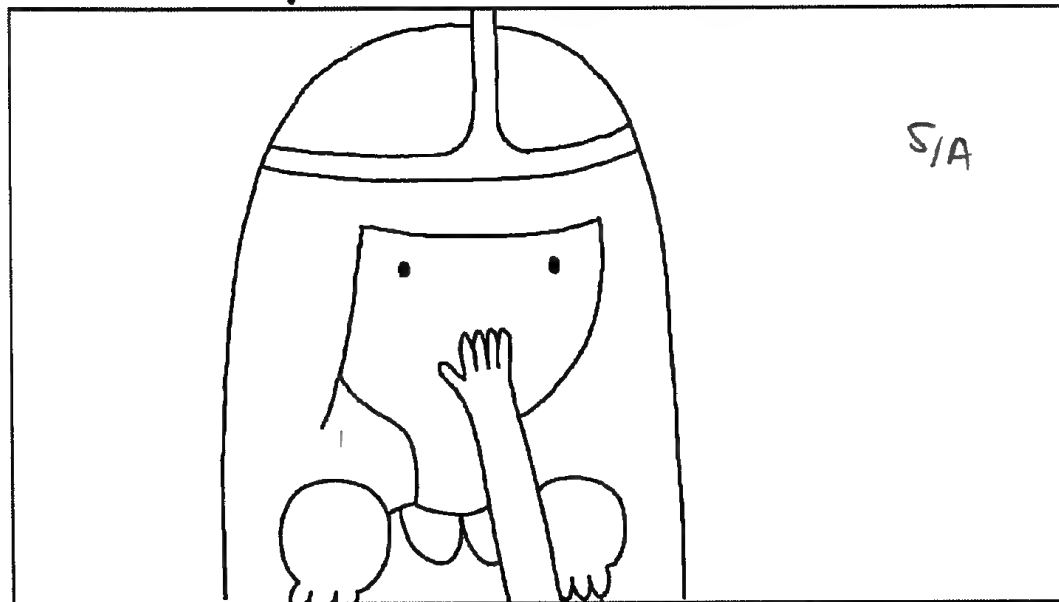


Page 186

Sc. 109 *cont* Pnl. B

Bg.

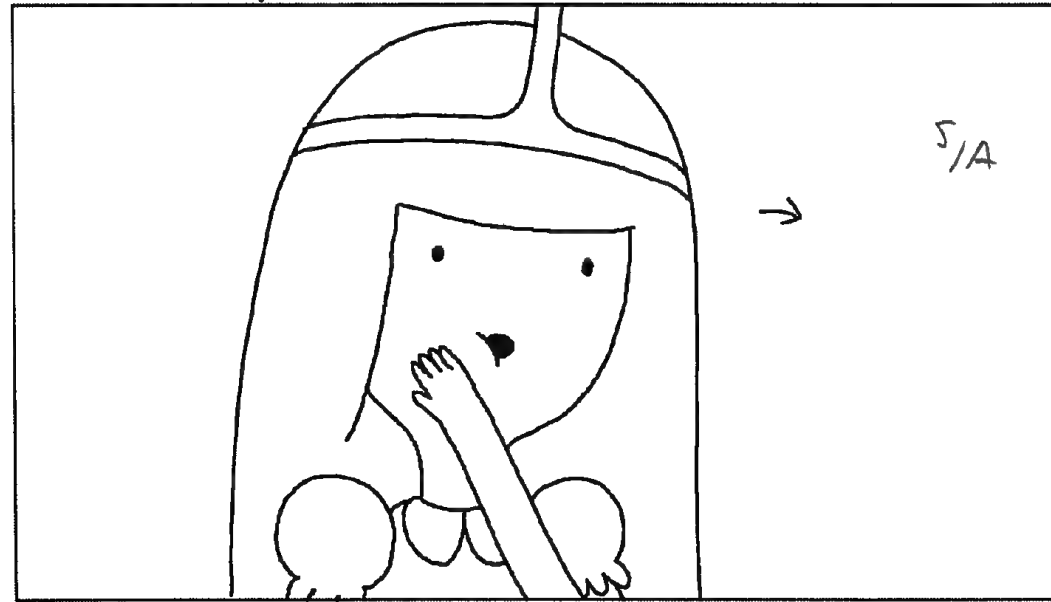
day night



Sc. 109 *cont* Pnl. C

Bg.

day night



Dialog:

Ⓟ HMM ...

Ⓟ ... NNO ...

Action:

-PB THINKS.

FEB 25 2016

Timing:

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EPISODE #

1042 248

Production :

1042 248

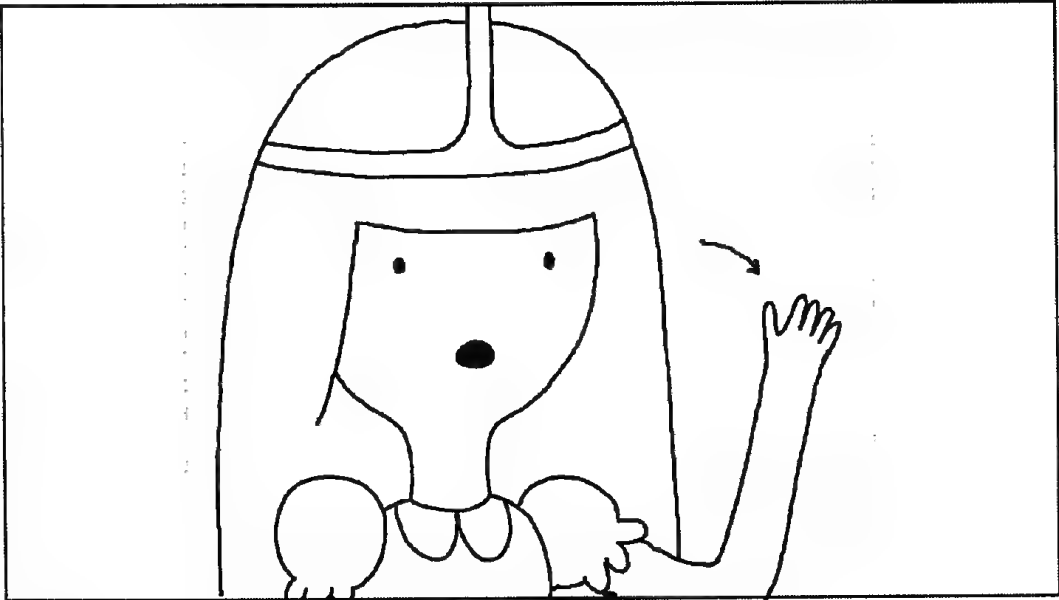
1042 248

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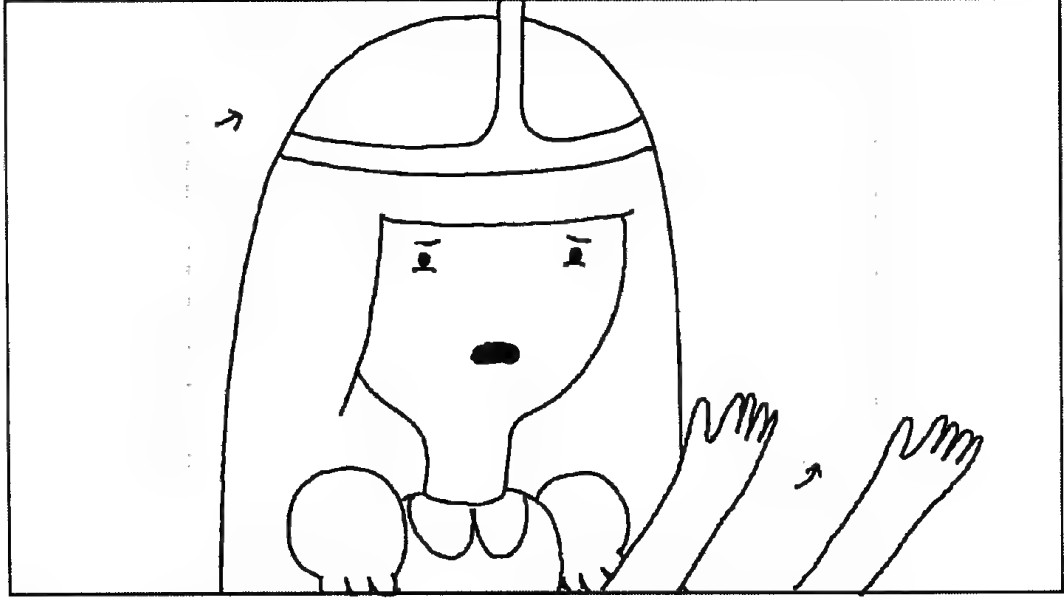
# ADVENTURE TIME



Sc. 109 *cont* Pnl. D Bg. day night



Sc. 109 *cont* Pnl. E Bg. day night



<b>Dialog:</b> (PB) HE'S NOT EVEN FROM A DIFFERENT TIMELINE.		(PB) FINN, HE'S JUST <u>YOU</u> .
<b>Action:</b>		FEB 25 2016
<b>Timing:</b>		

1042-248  
EPISODE #  
Production :

1042 248

# ADVENTURE TIME



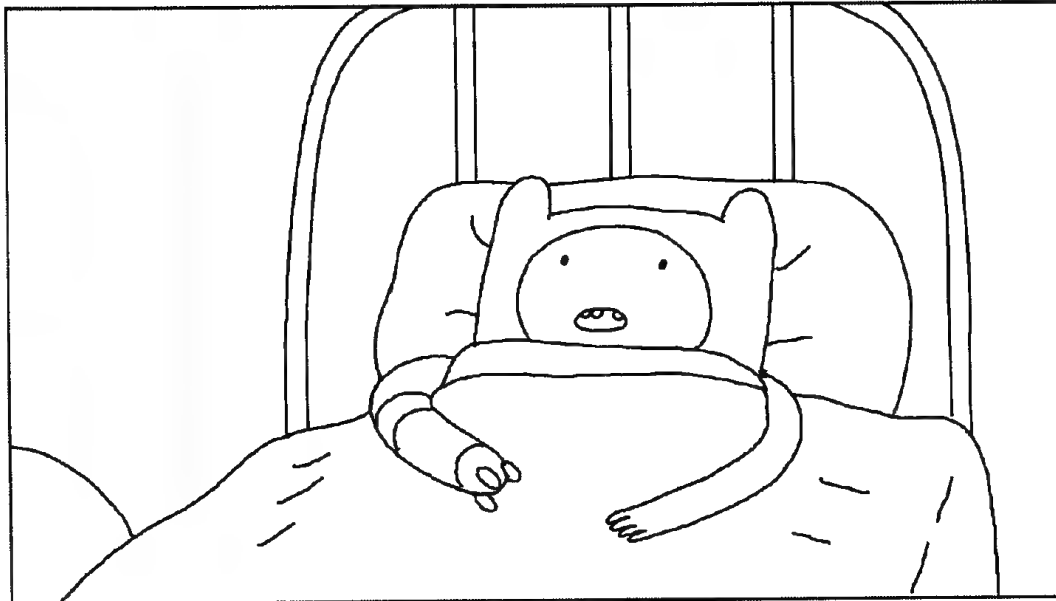
Page 188

Sc. 110

Pnl. A

Bg.

day night

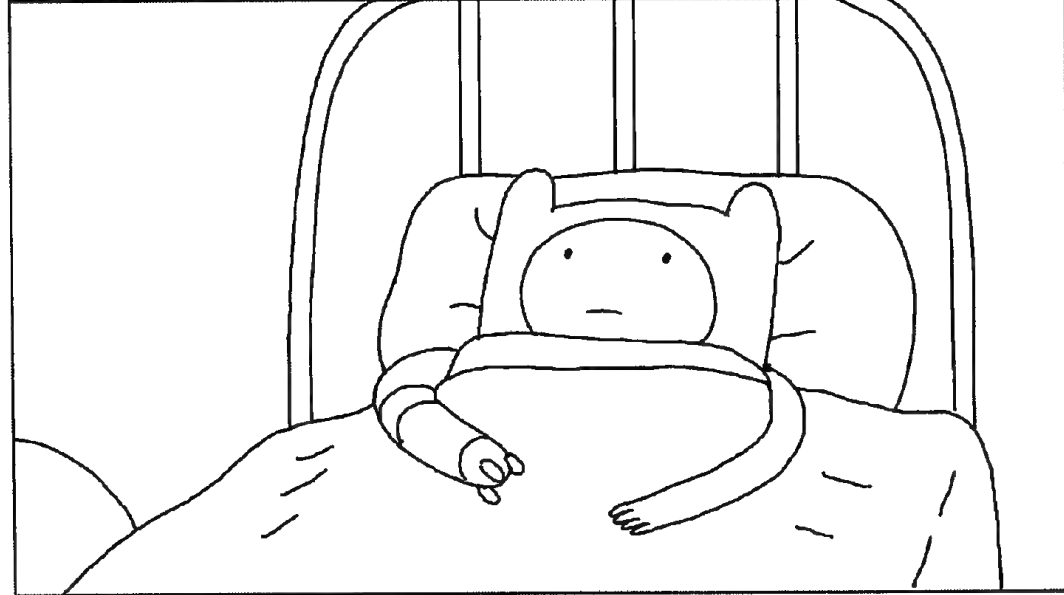


Sc. 110 *cont*

Pnl. B

Bg.

day night



Dialog:

F/ YEAH, YOU SAY THAT,  
BUT \*I'M\* ME .SO HE'S -

SFX/ ≡ RING RING ≡

Action:

FEB 25 2016

Timing:

EPISODE # 1042-248

Production :

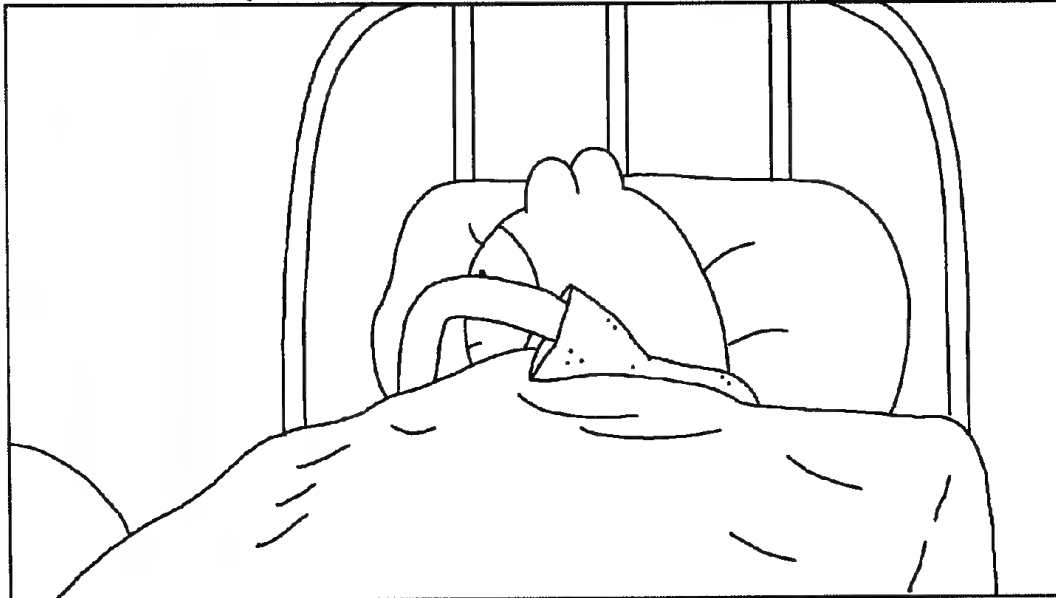
1042 248

# ADVENTURE TIME

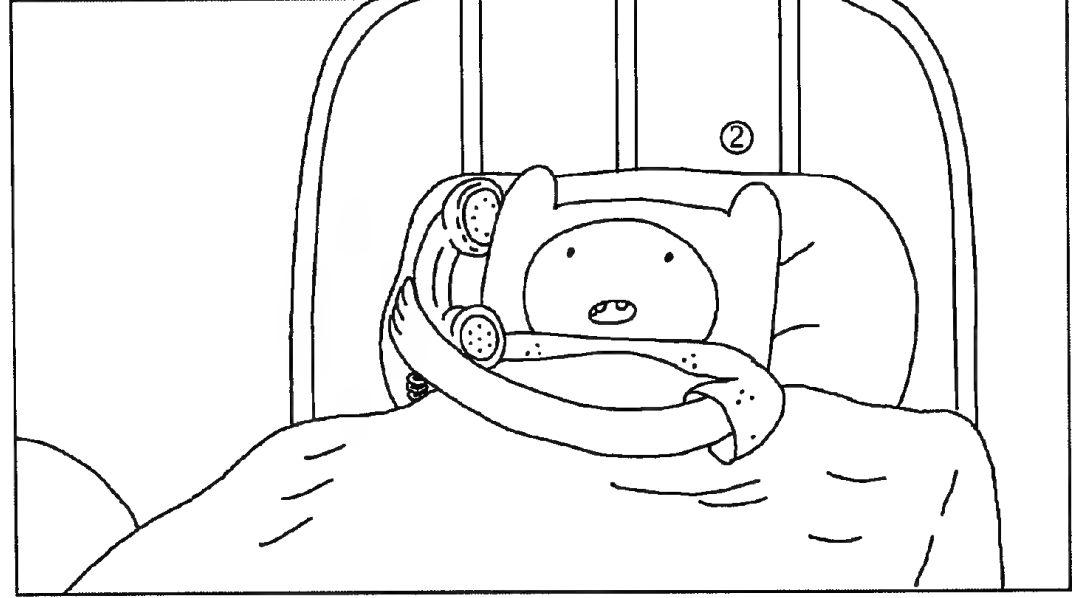


Page 189

Sc. 110 *CONT* Pnl. C Bg. day night



Sc. 110 *CONT* Pnl. D Bg. day night



Dialog:

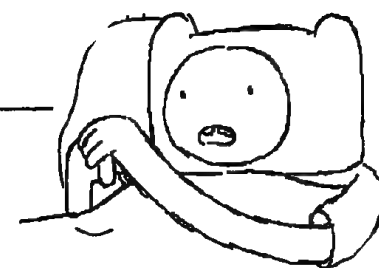
~~SFX~~ RING RING

~~F~~ BMO?

Action:

- F. REACHES UNDER COVERS TO PULL OUT PHONE.

Timing:



①  
FEB 25 2016

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Production :

1042 248

# ADVENTURE TIME



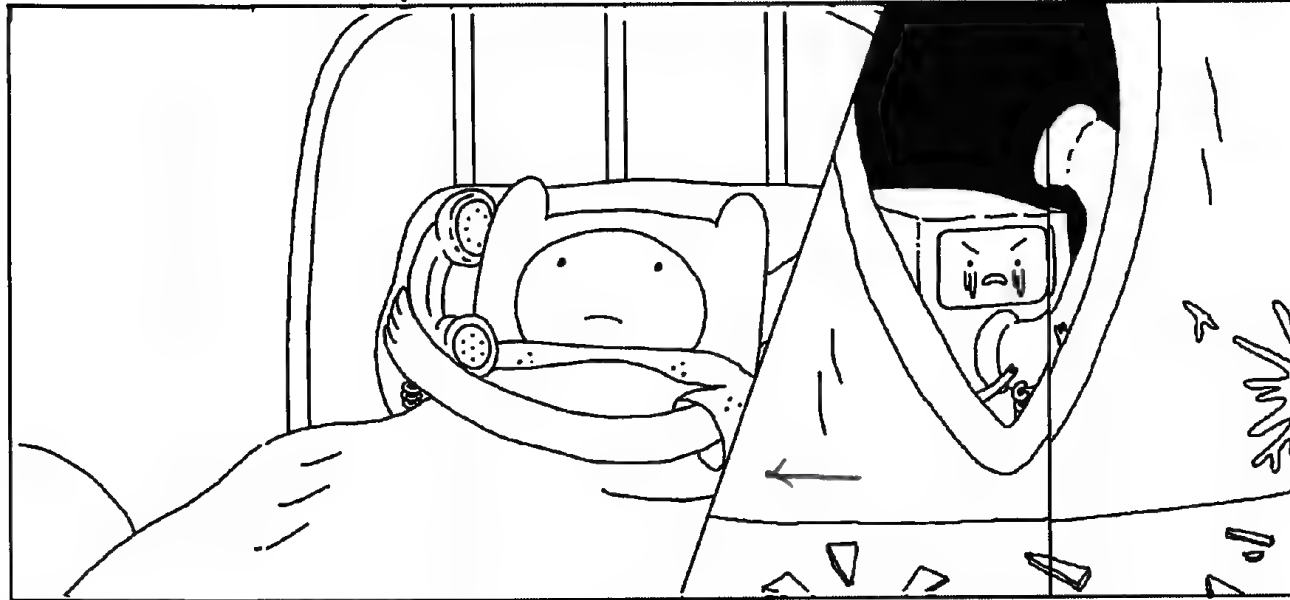
Sc. 110 *CONT*

Pnl. E

Bg.

day night

Page *190*  
*190A NEXT*  
day night



Dialog:

*(BMO)* NEWS FLASH, HOTSHOT.  
- YOU'RE IN THE HOUSE  
- AND YOU'RE MADE OUT OF GRASS  
- AND YOU'RE BREAKING MY CHINA  
- AND I'M SCARED!!!!

Action:

*(SFX)* SMASHING PLATES.

FEB 25 2016

Timing:

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ADVENTURE TIME



Page 190A  
191 NEXT  
day night

Sc. Pnl. Bg. day night

Sc. 110 cont Pnl. F Bg. day night

Dialog:	
(SFX) (F) WHAT !?!	
SMASHING PLATES.	
Action:	
FEB 25 2016	
Timing:	

EPISODE # 1042-248  
Production :

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1042 248



# ADVENTURE TIME

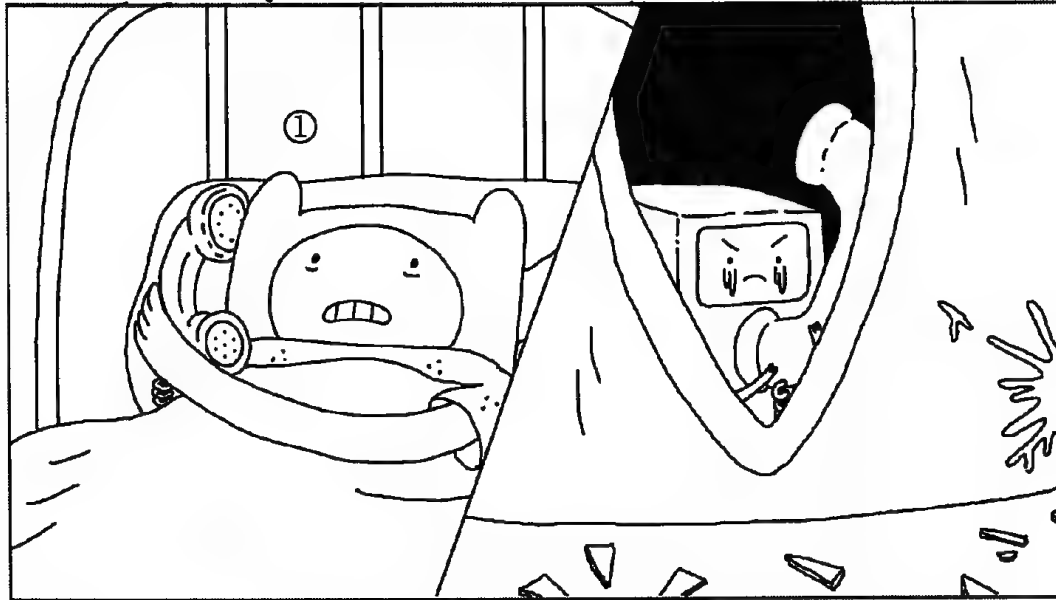


Page 191

Sc. 110 *CONT* Pnl. G

Bg.

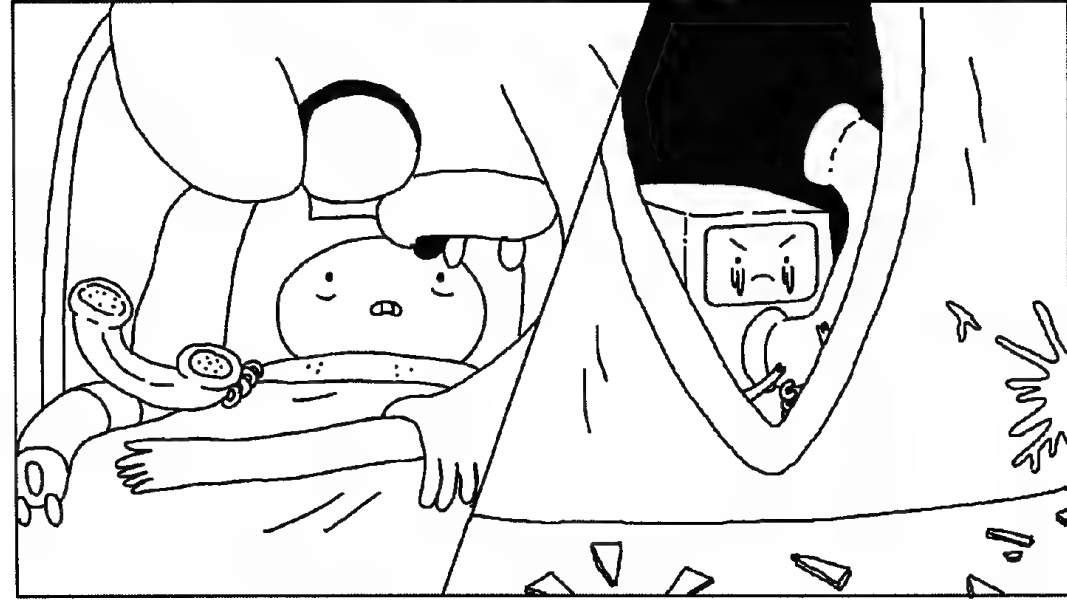
day night



Sc. 110 *CONT* Pnl. H

Bg.

day night



Dialog:

JAKE'S FOOTSTEPS \* THUP THUP THUP THUP

Q THIS grass GUY'S SCARIN' BMO!!!

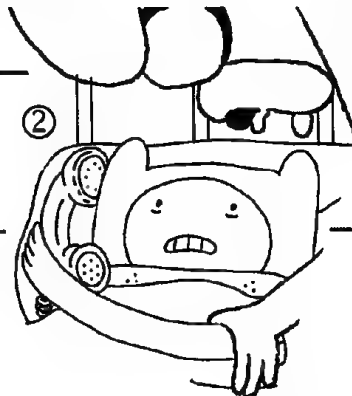
Action:

-F. WINCES

-J. GRABS FINN'S ARM.

Timing:

FEB 25 2016



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EPISODE #

Production :

1042 248

1042 248

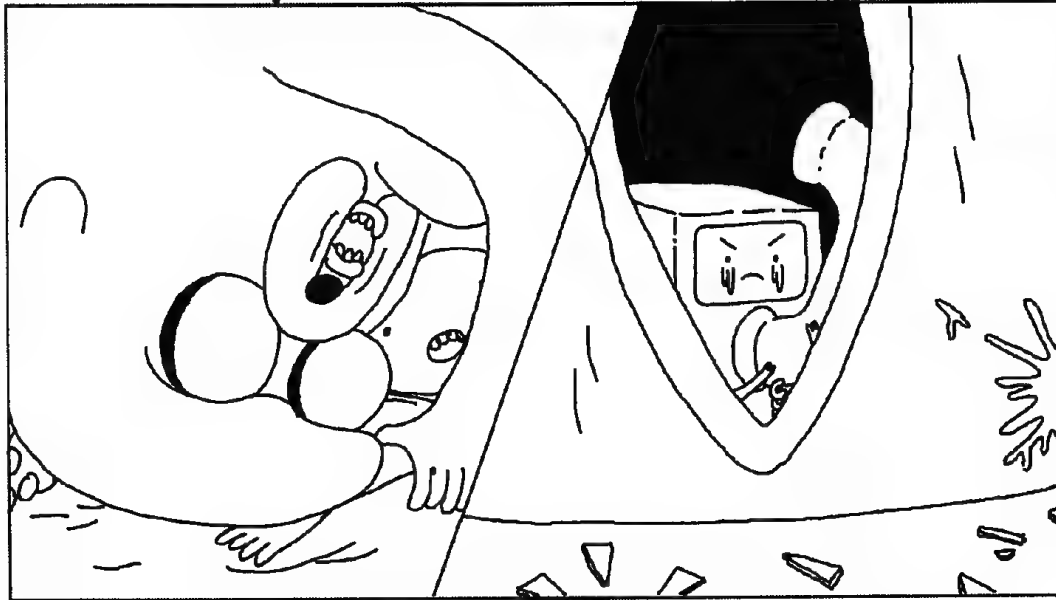
1042 248

# ADVENTURE TIME

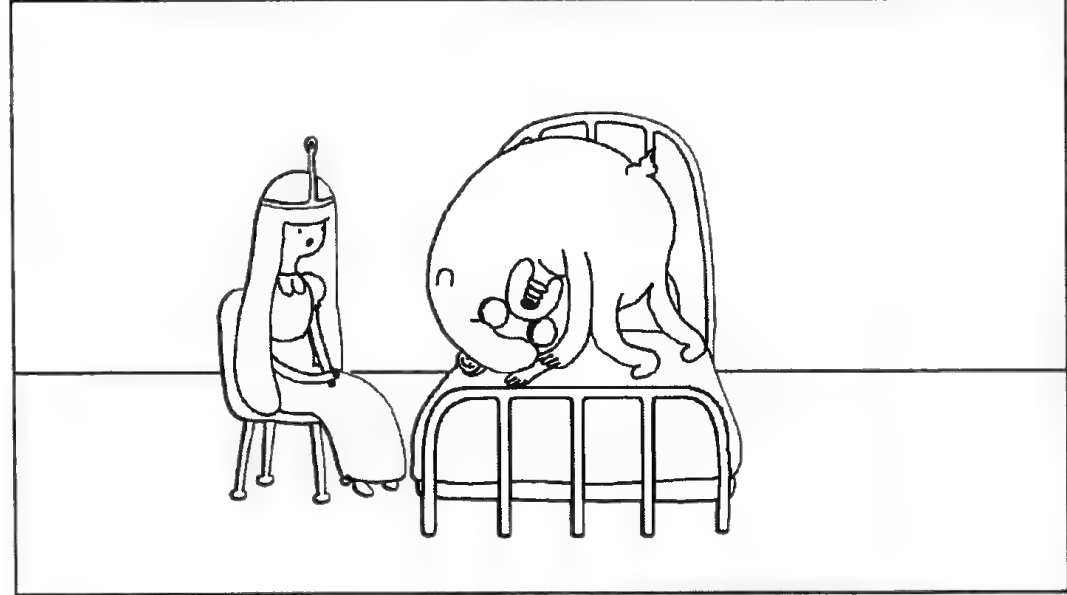


Page 192

Sc. 110 *CONT* Pnl. I Bg. day night



Sc. 111 Pnl. A Bg. day night



Dialog:

① LET'S GET HIM!!!

Action:

FEB 25 2016

Timing:

1042-248

EPISODE #

Production :

1042 248

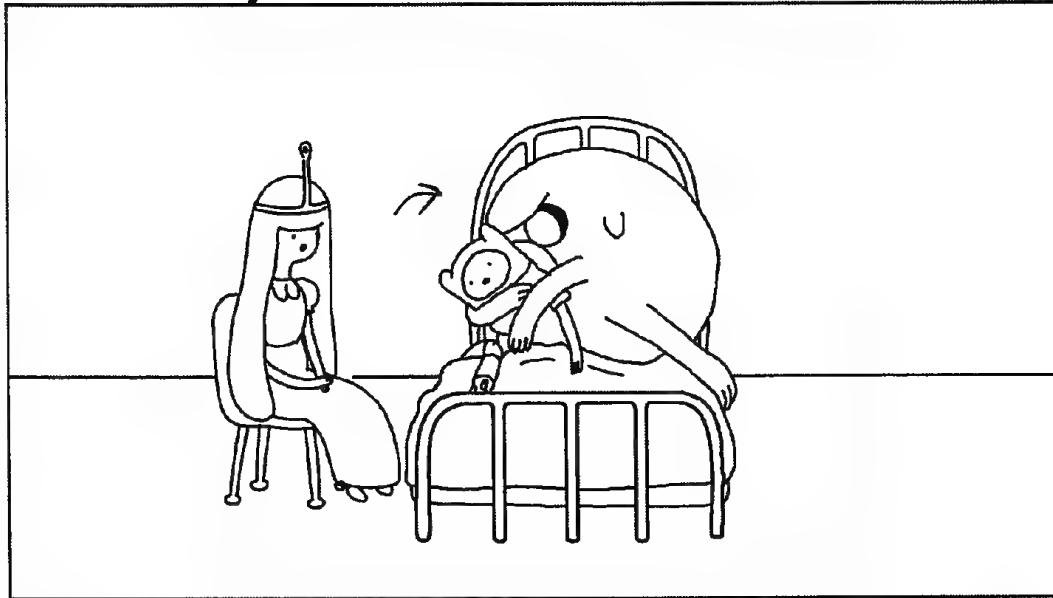
1042 248

# ADVENTURE TIME

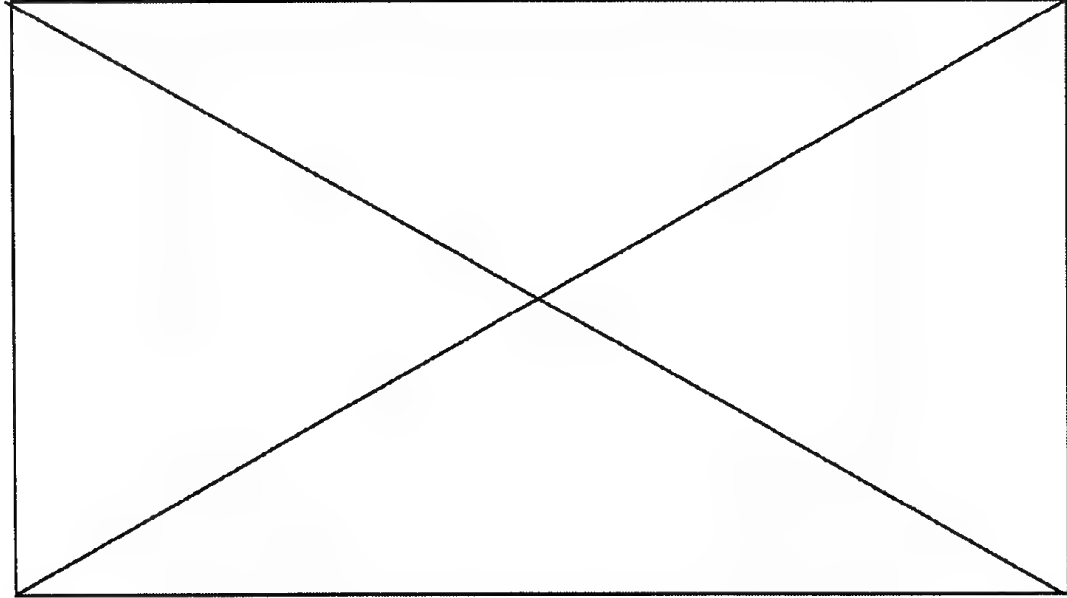


Page 193

Sc. 111 *cont* Pnl. B Bg. day night



Sc. / Pnl. / Bg. / day night



Dialog:

Action:

-J. GRABS FINN.

FEB 25 2016

Timing:

EPISODE # 1042-248

Production :

1042 248

1042 248

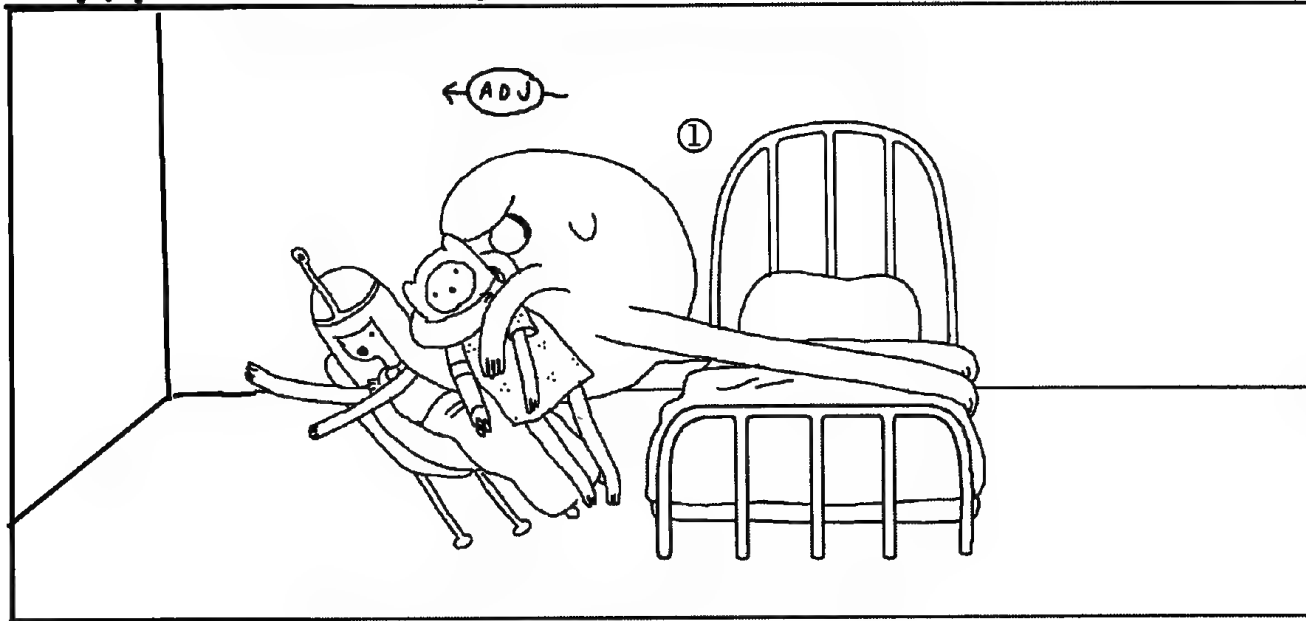
1042 248

# ADVENTURE TIME



Page 194

Sc. 111 CONT Pnl. C Bg. day night



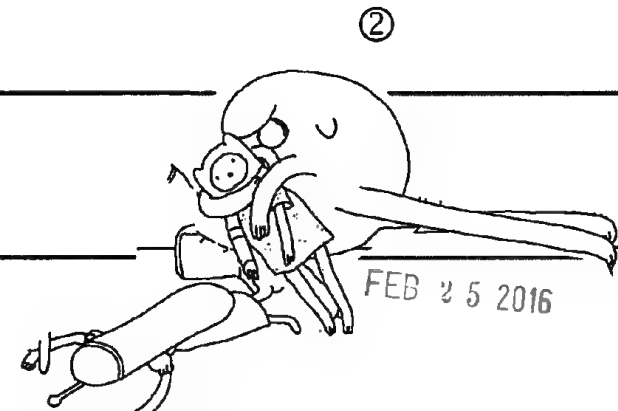
Dialog:

q WAUGH,

Action:

- J. STRETCHES/ANTICS LEFT. HE KNOCKS  
PB OVER. -PAN w/ JAKE.

Timing:



1042-248

EPISODE #

1042 248

Production :

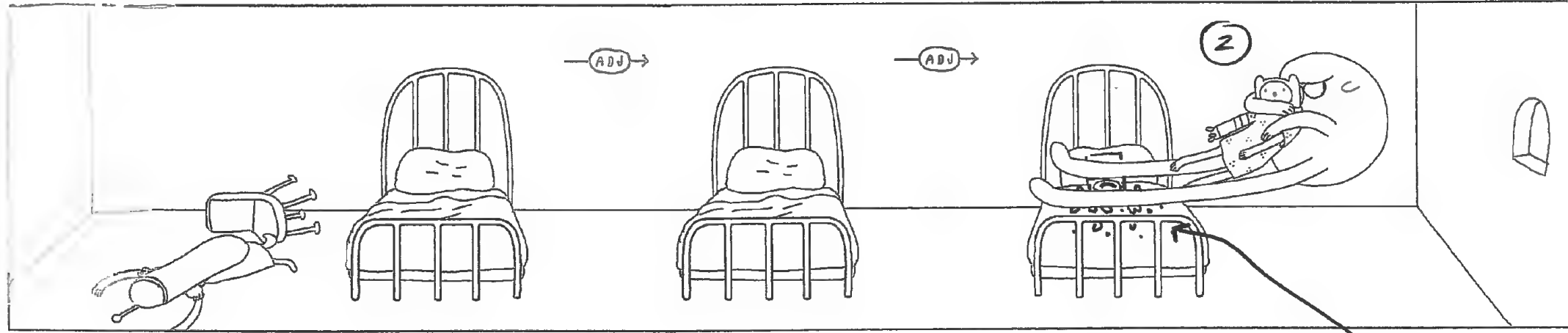
1042 248

# ADVENTURE TIME



Page 195

SC. III CONT PNL.D



FEB 25 2016

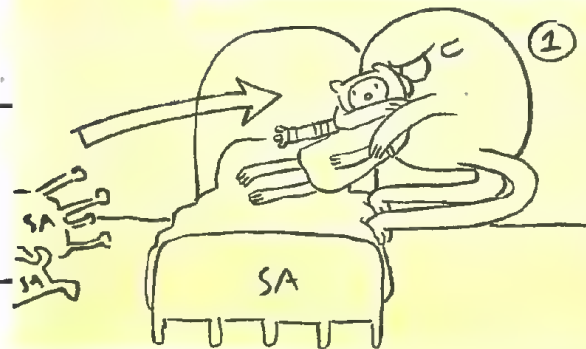
① WA U U G G H H H !!!

Action:

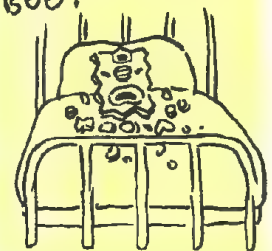
- J. SLINGHOTS RIGHT  
+ PAN W/ ACTION.

Timing:

NOTE: ANIMATE THROUGH  
POSE ①.



NOTE: RATTLE BALLS  
LAYING SHATTERED  
IN 3RD BED.



Production :

1042 248

# ADVENTURE TIME



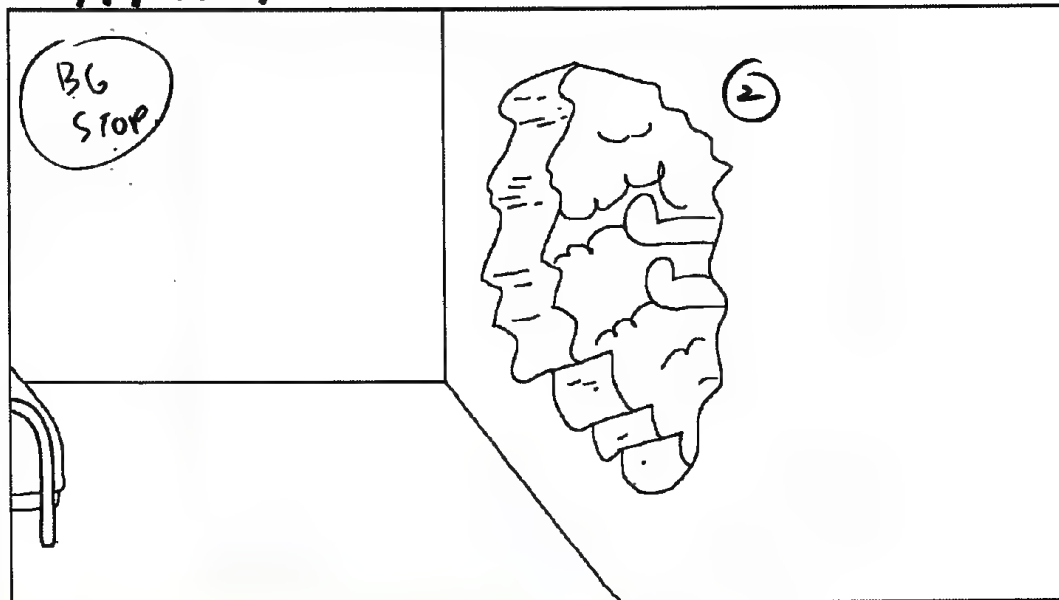
Page **196**

Sc. **111 CONT**

Pnl. **E**

Bg.

day night

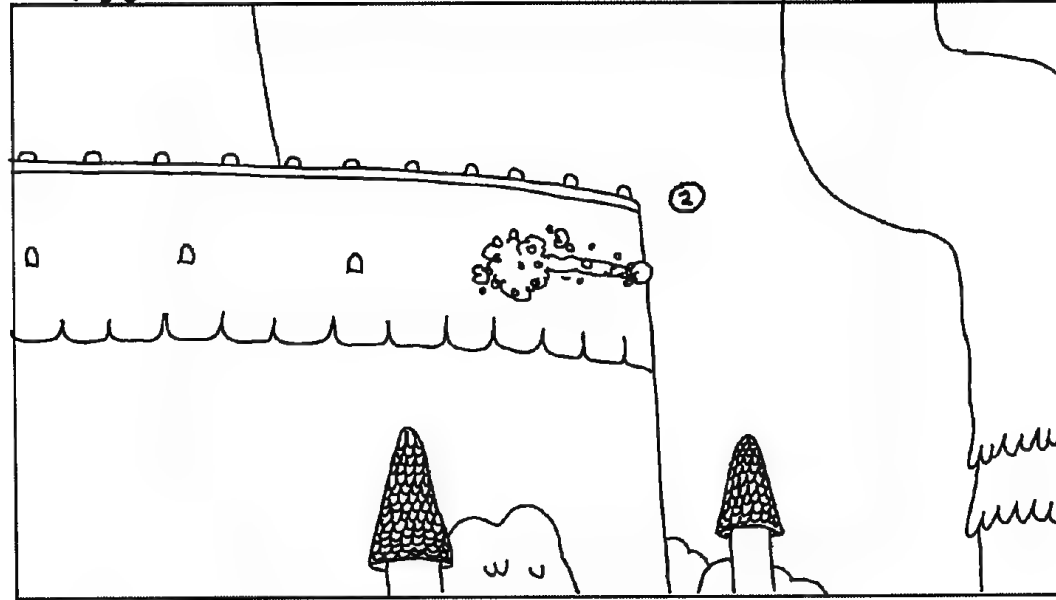


Sc. **112**

Pnl. **A**

Bg.

day night



	<p><b>SMASH!</b></p> <p>-J. SMASHES THROUGH WALL.</p> <p>NOTE: ANIMATE THROUGH POSE ①</p>
--	---

FEB 25 2016

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EPISODE #

1042 248

Production :

1042 248

# ADVENTURE TIME

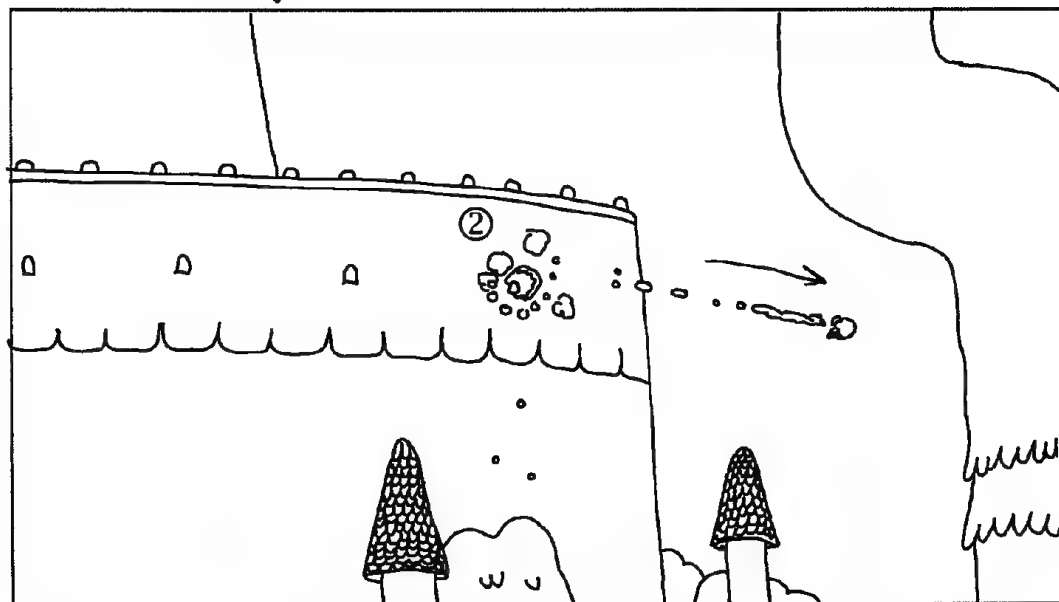


Page 197

Sc. 112 *cont* Pnl. 8

Bg.

day night

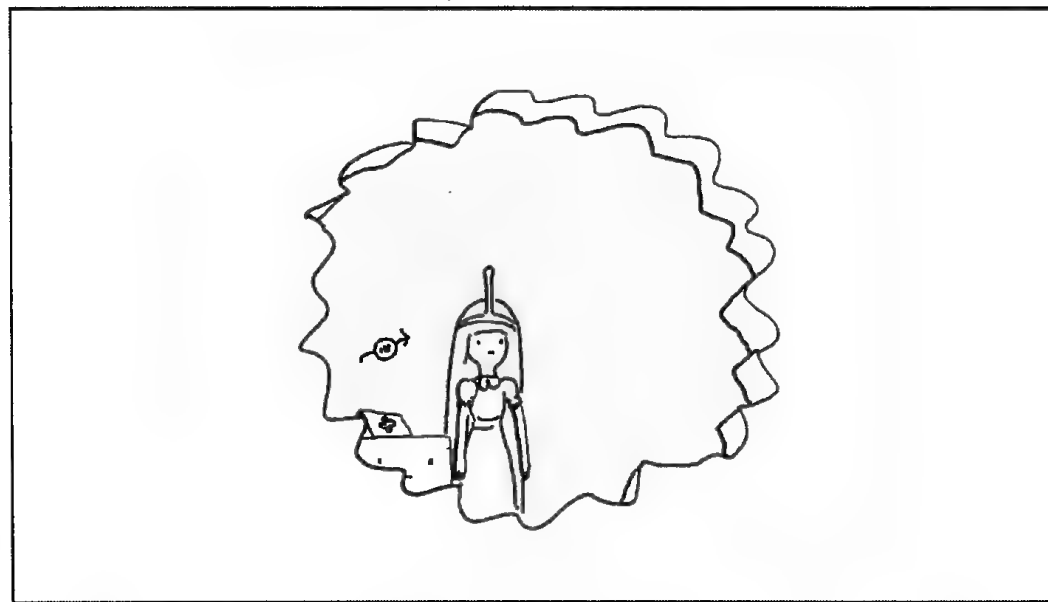


Sc. 113

Pnl. A

Bg.

day night



Dialog:

Action:



-NURSE POUNDLAKE WALKS ON/S.

FEB 25 2016

Timing:

1042-248

EPISODE #

1042 248

Production :

1042 248



# ADVENTURE TIME



Page **198**

Sc. **113 CONT** Pnl. **8**

Bg.

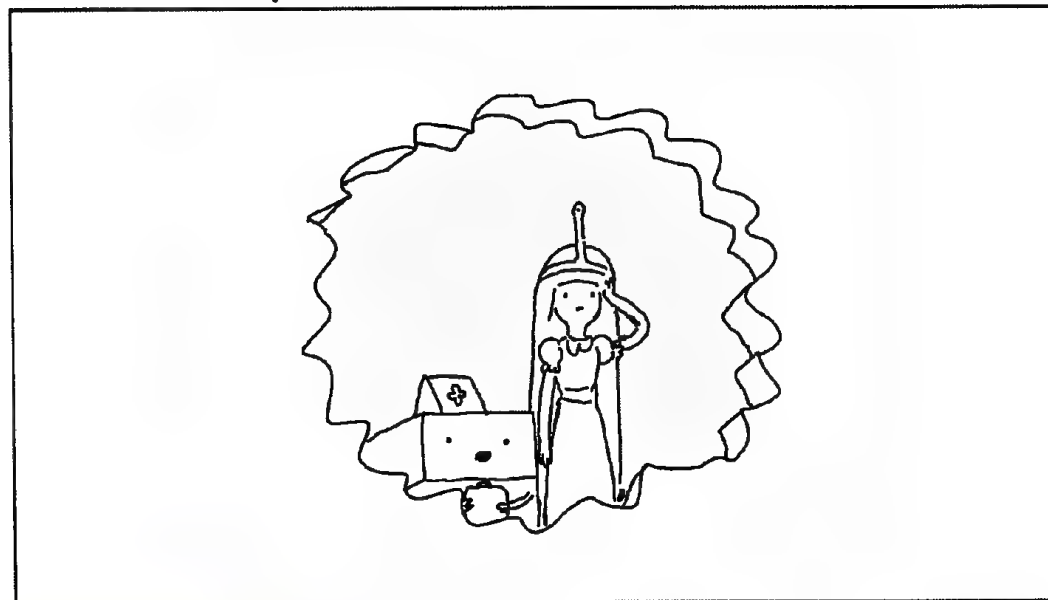
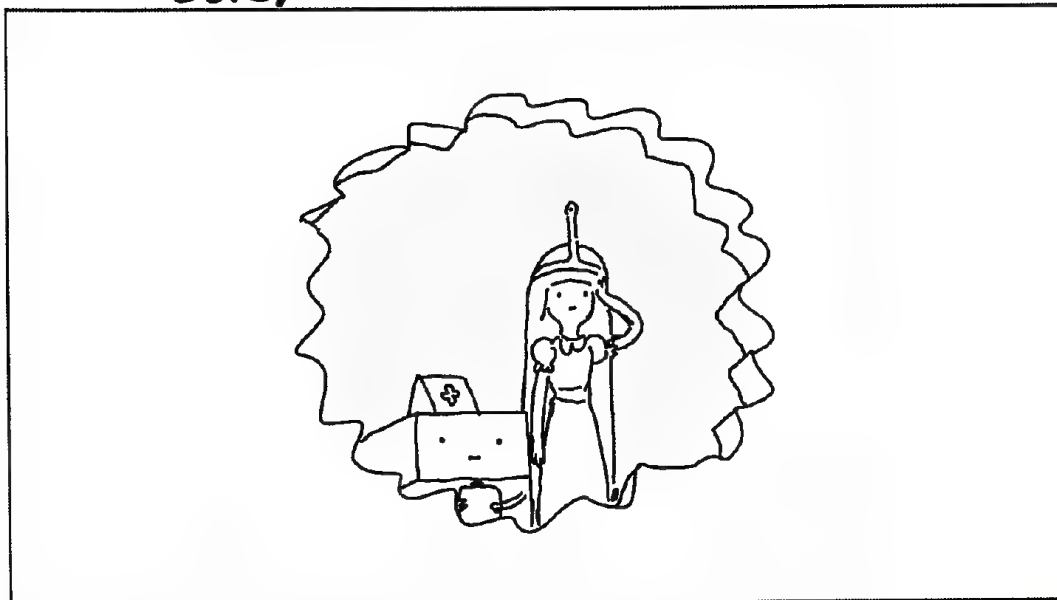
day night

Sc. **113 CONT** Pnl.

**C**

Bg.

day night



Dialog:

...

NURSE  
POUNDCAKE:

I'VE GOT A CRUSH ON  
JAKE .

Action:

FEB 25 2016

Timing:

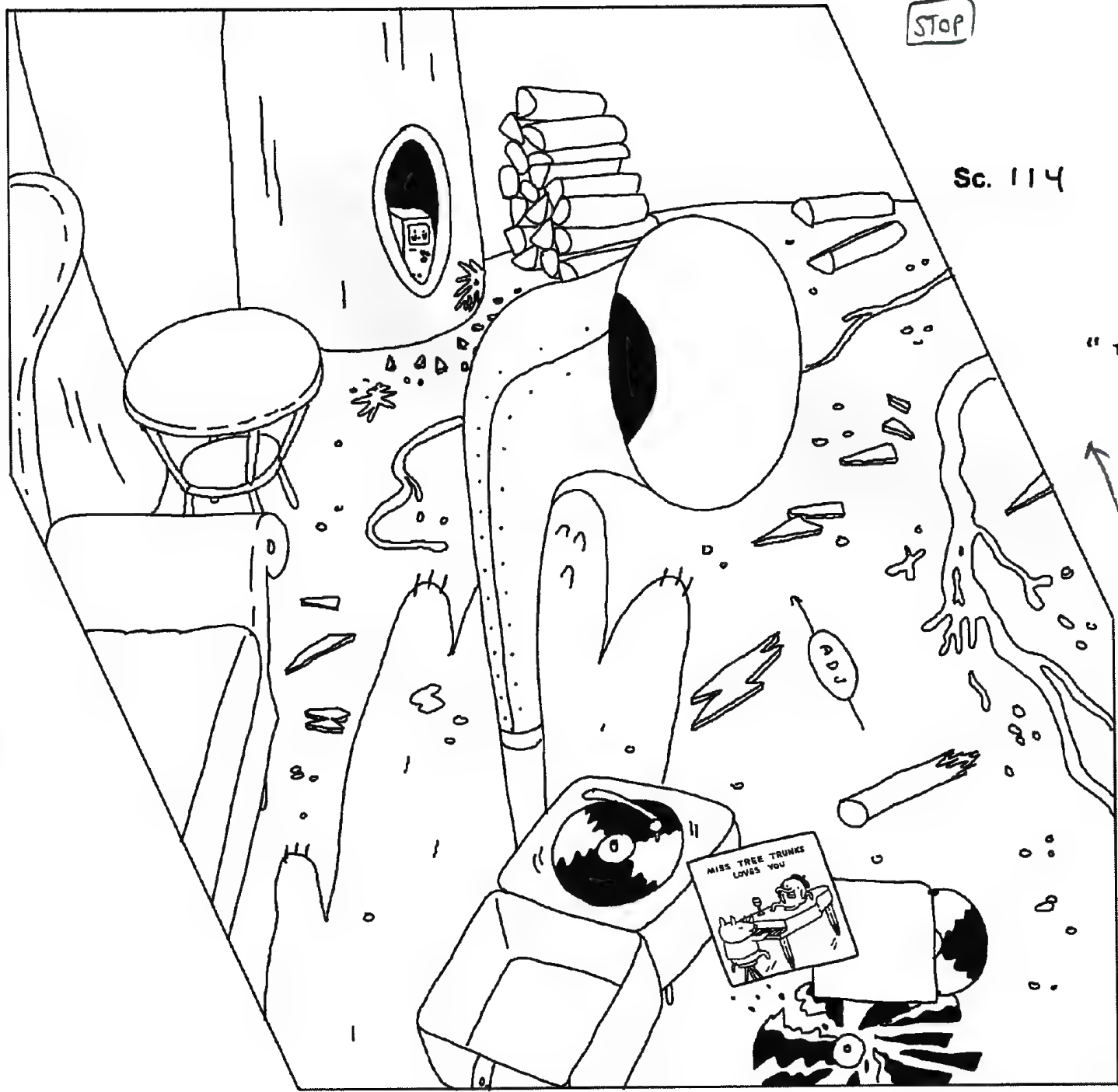
EPISODE # 1042-248

Production :

1042 248

1042 248

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STOP

Sc. 114

Pnl. A

Bg.

day night

TREE TRUNKS: (SINGING)

"THE WORLD IS WAITING FOR A SUNRISE"

START



FEB 25 2016

Page 199

EPISODE # 1042-248

Production :

1042 248

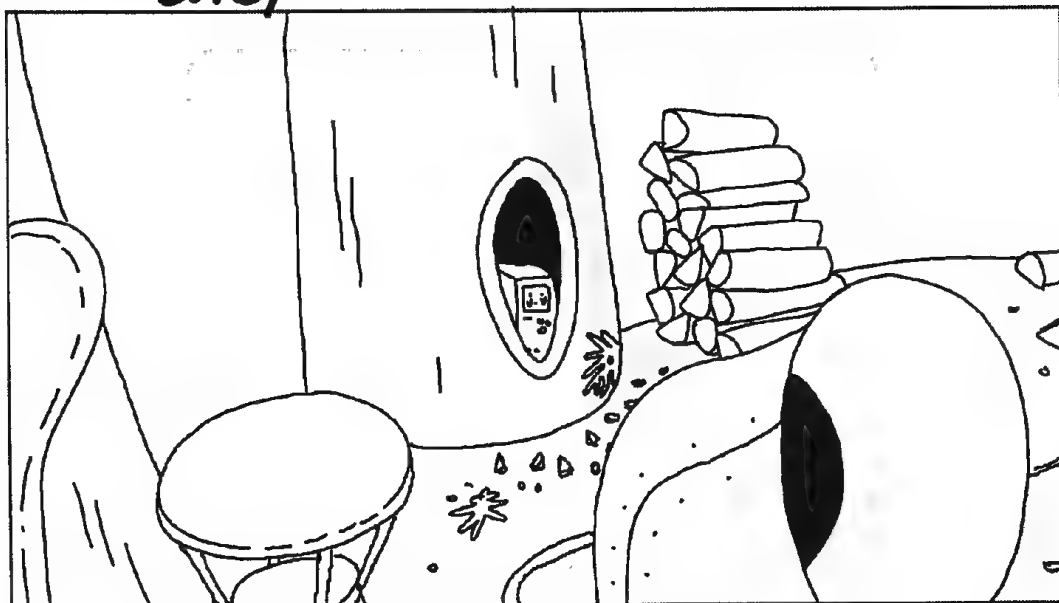
1042 248

# ADVENTURE TIME

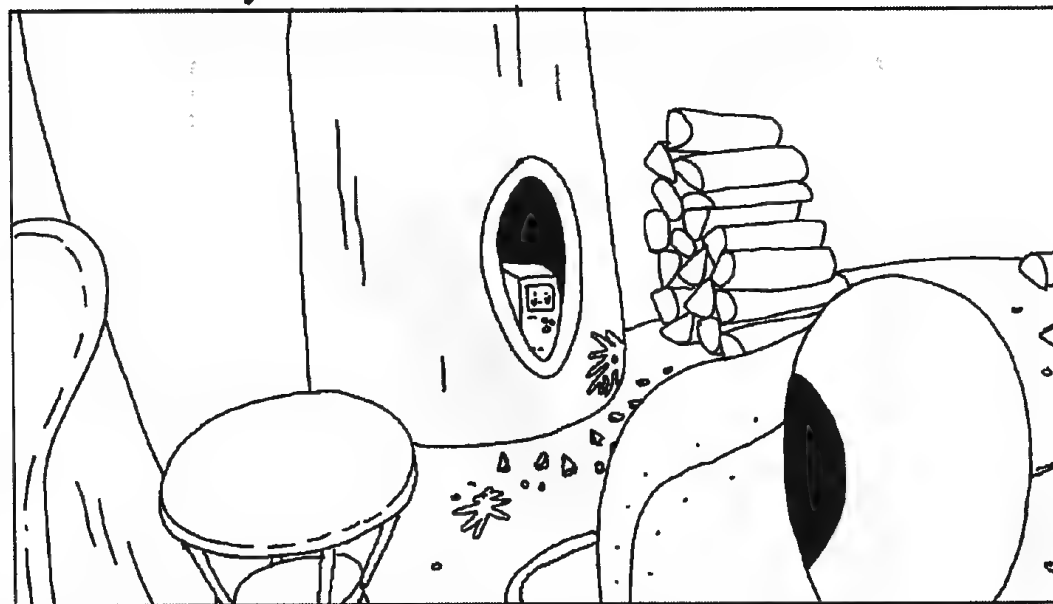


Page 200

Sc. 114 *cont* Pnl. b Bg. day night



Sc. 114 *cont* Pnl. c Bg. day night



Dialog:

SFX , MUSIC PLAYING

Action:

- SHADOW MOVES ACROSS BMO.

FEB 25 2016

Timing:

1042-248

EPISODE #

1042 248

Production :

1042 248

# ADVENTURE TIME



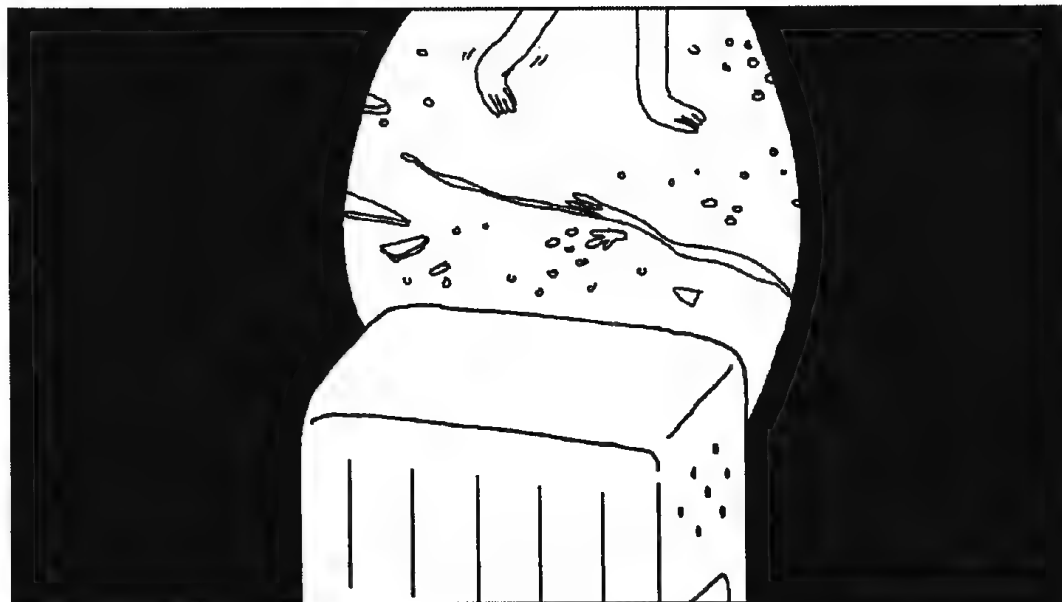
Page 201

Sc. 115

Pnl. A

Bg.

day night



Sc. 115 *cont* Pnl. B

Bg.

day night



Dialog:

SFX:  MUSIC CONTINUES 

Action:

- GRASS-FINN CONVULSIVE DANCING

FEB 25 2016

Timing:

EPISODE # 1042-248

Production :

1042 248

1042 248

# ADVENTURE TIME



Page 202

Sc. 119 *cont* Pnl. c

Bg.

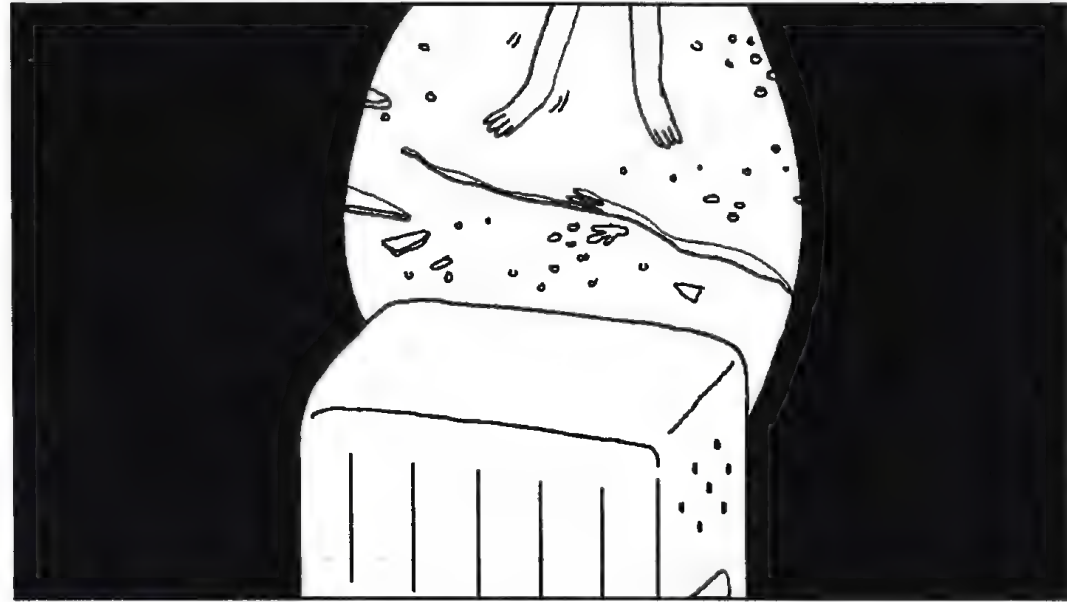
day night



Sc. 119 *cont* Pnl. d

Bg.

day night



Dialog:

SFX: MUSIC CONTINUES

Action:

FEB 25 2016

Timing:

EPISODE # 1042-248

Production :

1042 248

1042 248

1042 248

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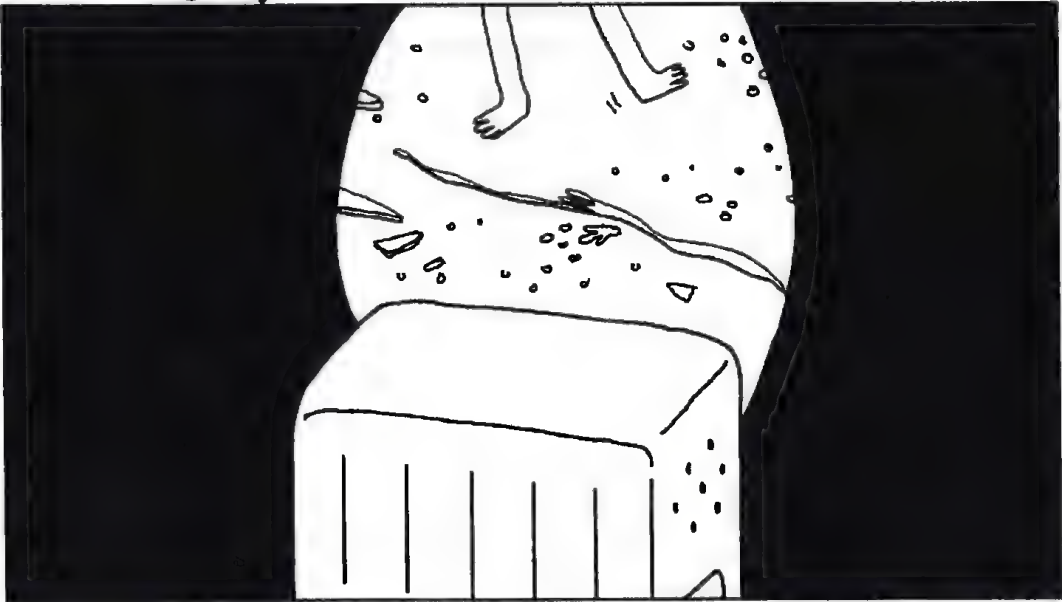
ADVENTURE TIME



Sc. 115 *CONT* Pnl. E

Bg.

day night

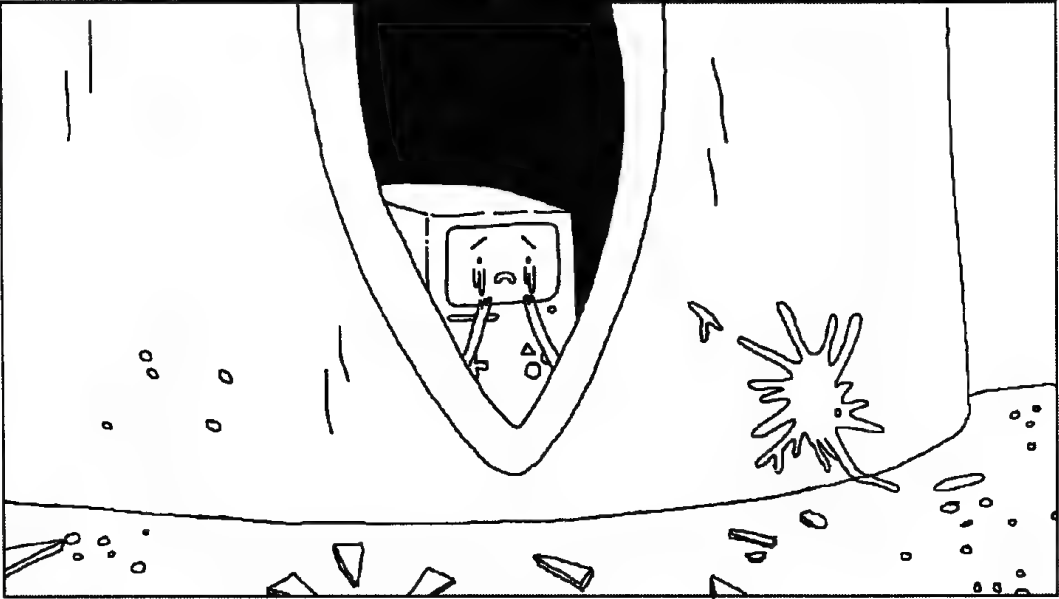


Sc. 116

Pnl. A

Bg.

day night



Dialog:

SFX:



MUSIC CONTINUES



BMO (WHIMPERING)

Action:

FEB 25 2016

Timing:

1042-248

EPISODE #

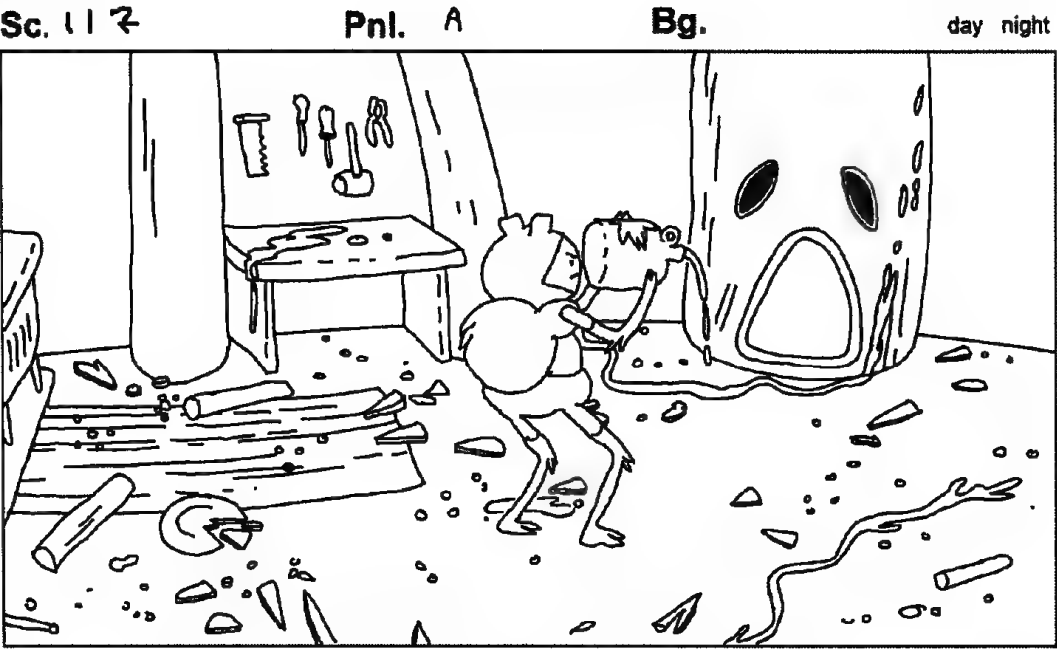
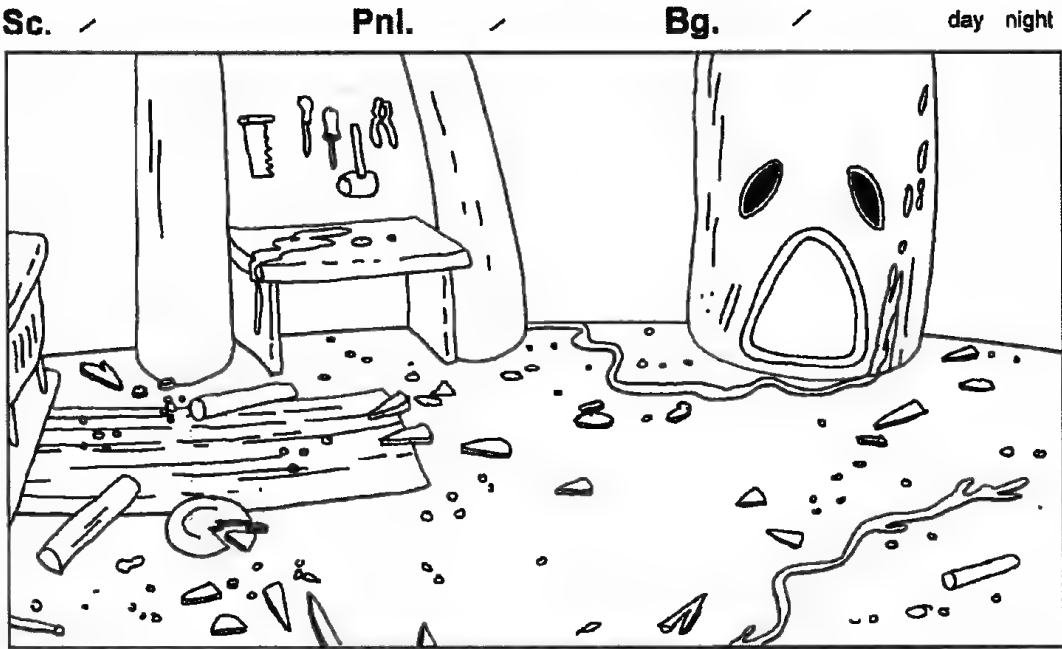
Production :

1042 248

1042 248



ADVENTURE TIME



Dialog:	<div>&lt; REF. &gt;</div> <div>Sfx.</div> <div>MUSIC PLAYING</div>
Action:	<div>( B G )</div> <div>FEB 25 2016</div>
Timing:	

1042-248

EPISODE #

1042 248

Production :



1042 248

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# ADVENTURE TIME

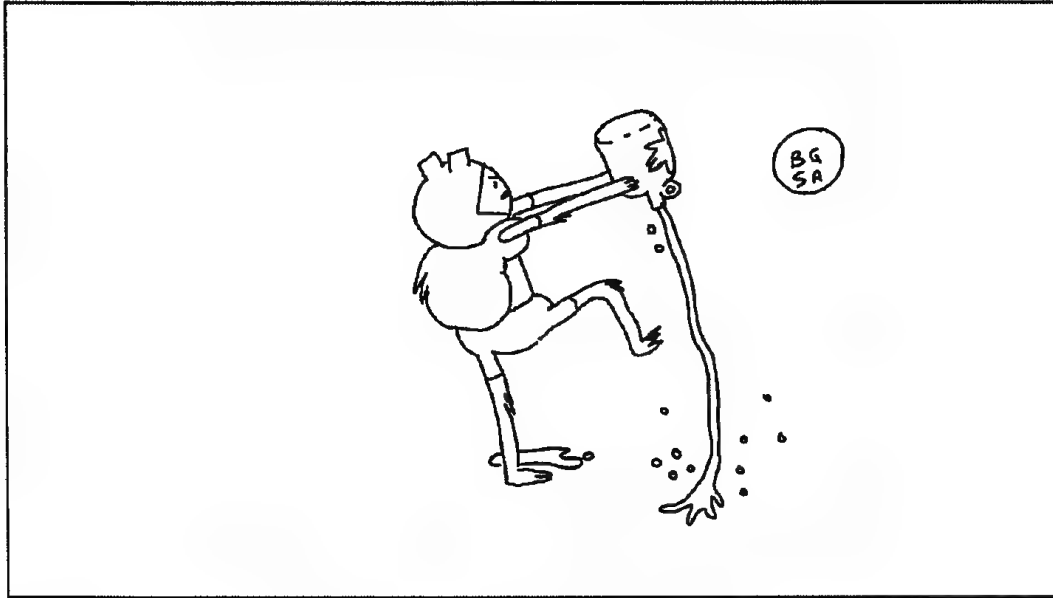


Page 205

Sc. 117 *CONT* Pnl. B

Bg.

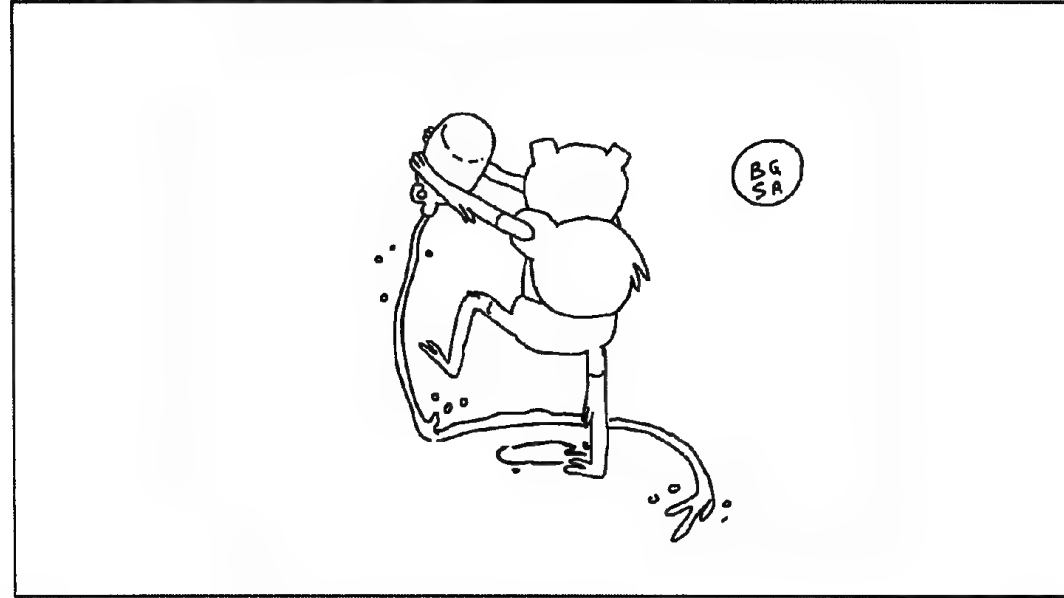
day night



Sc. 117 *CONT* Pnl. C

Bg.

day night



Dialog:

(GF)

I ! CAN'T !

SFX: , MUSIC PLAYING ↓

Action:

- G.F. POURS OUT SYRUP AS HE DANCES.

FEB 25 2016

Timing:

EPISODE # 1042-248

Production :

1042 248

1042 248

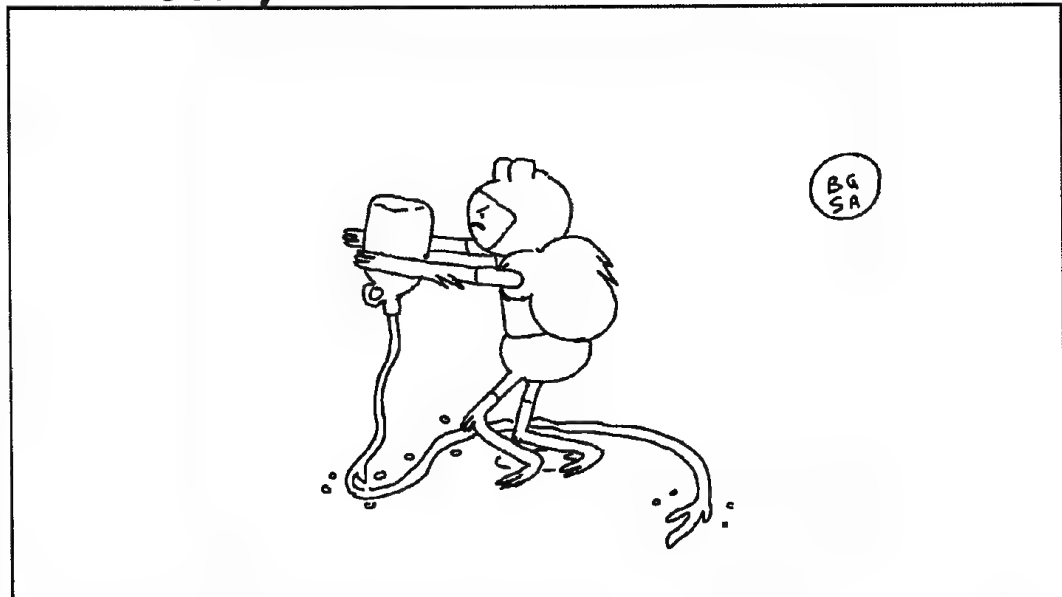
1042 248

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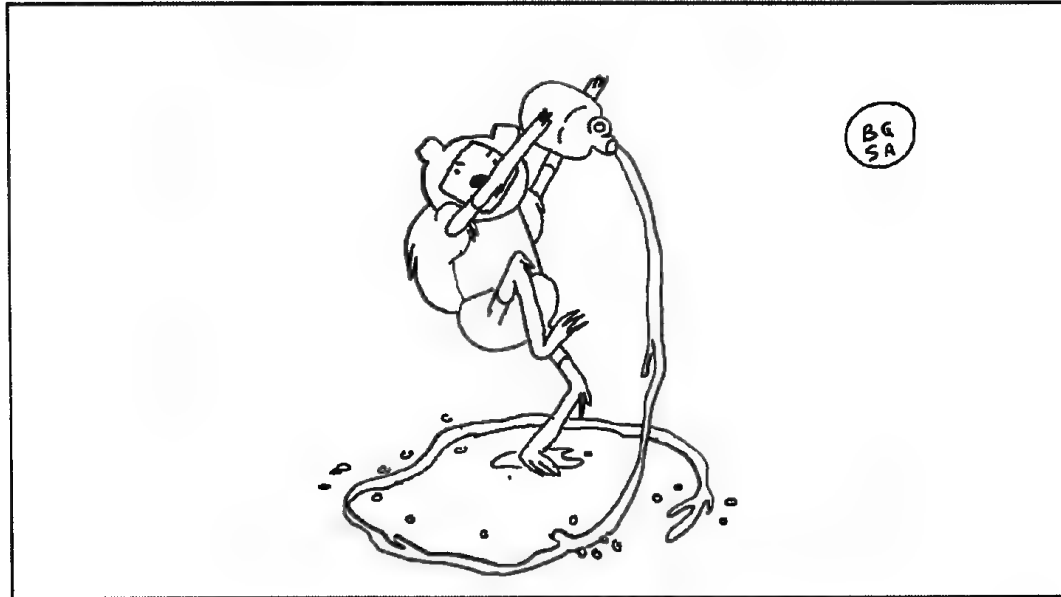
ADVENTURE TIME



Sc. 117 *CONT* Pnl. D Bg. day night



Sc. 117 *CONT* Pnl. E Bg. day night



Dialog:	<p>(GF) GET! ANY! THING! RIGHT! MUSIC PLAYING</p>
Action:	<p>- GF COMPLETES CIRCLE</p> <p>FEB 25 2018</p>
Timing:	

EPISODE # 1042-248

Production :

1042 248

# ADVENTURE TIME



Page 207

Sc. 117 *cont* Pnl. F

Bg.

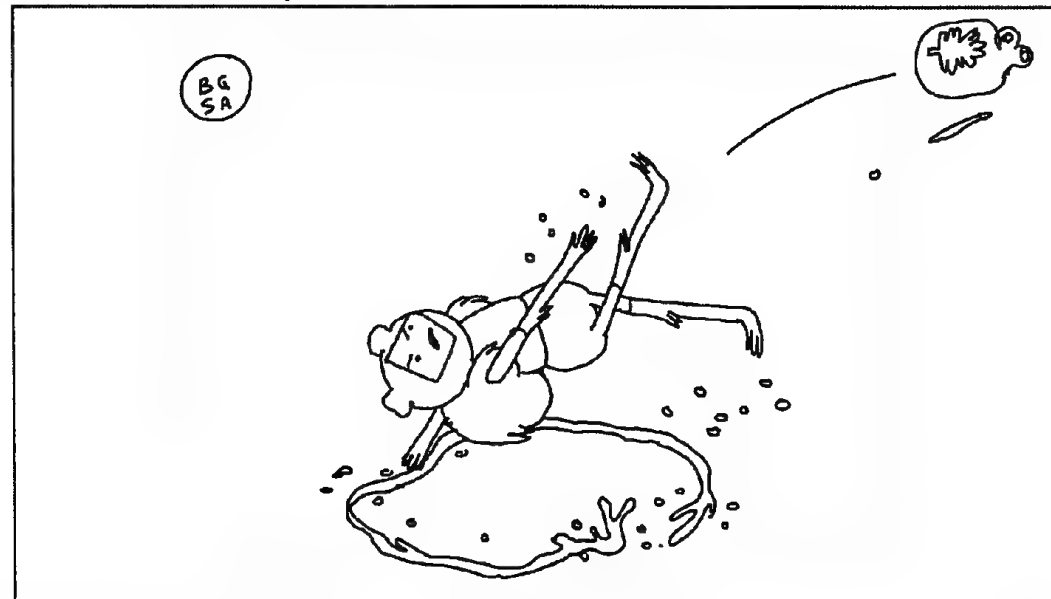
day night



Sc. 117 *cont* Pnl. G

Bg.

day night



Dialog:

(GF)

A A A H!!

, MUSIC PLAYING ↓

Action:

- GF SLIPS ON SYRUP

FEB 25 2016

Timing:

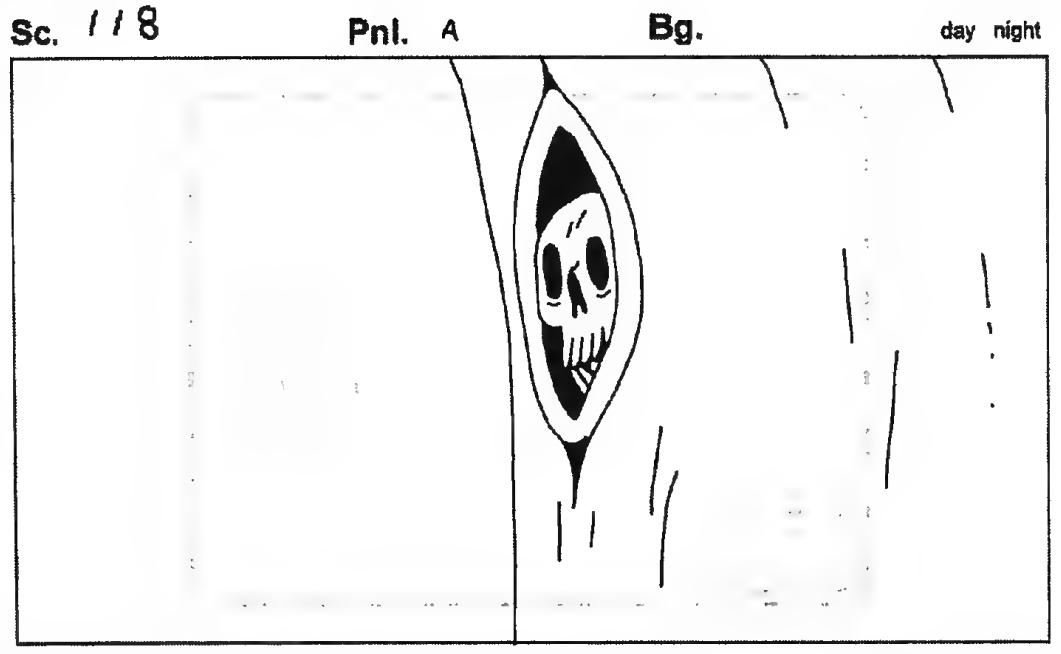
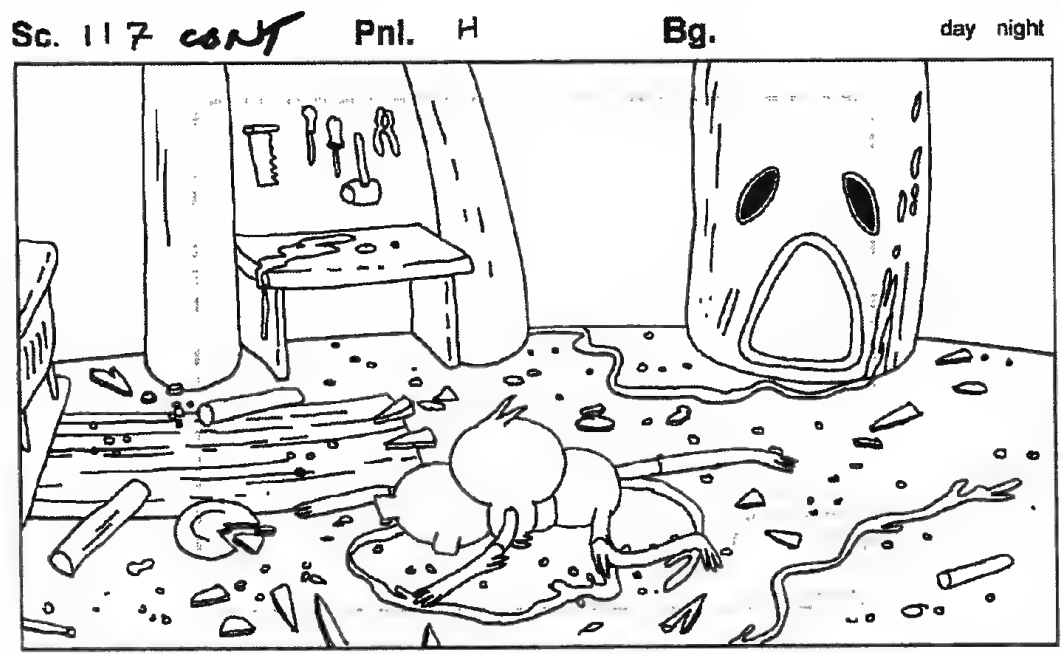
EPISODE # 1042-248

Production :

1042 248

1042 248

ADVENTURE TIME



Dialog:	<u>SFX</u> : , MUSIC PLAYING ↓	
Action:	- GF LANDS FACE-DOWN.	FEB 25 2016
Timing:		

EPISODE # 1042-248

1042 248

Production :

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1042 248

# ADVENTURE TIME

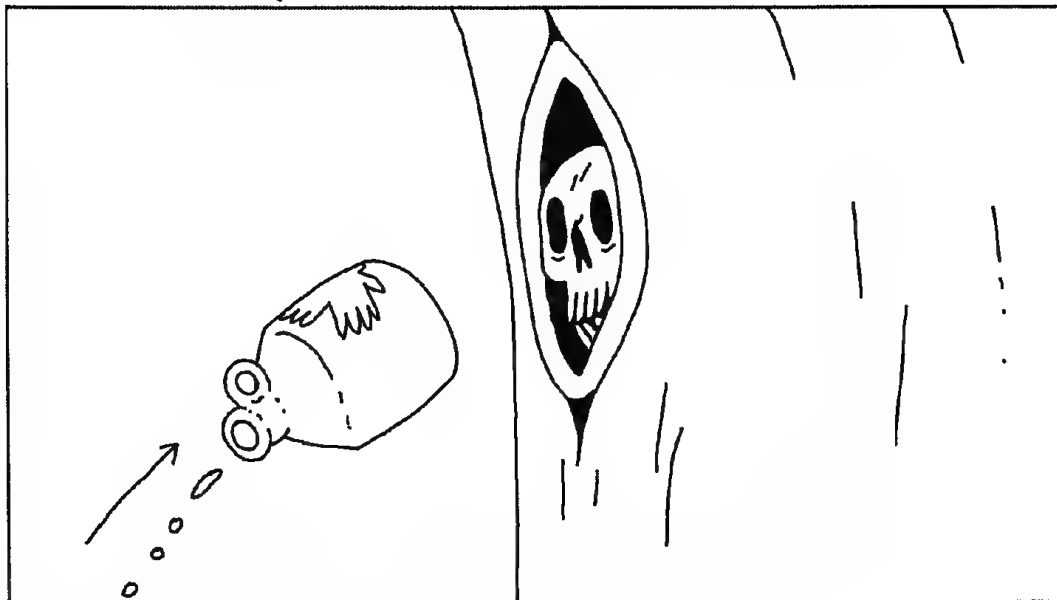


Page 209

Sc. 118 *cont* Pnl. B

Bg.

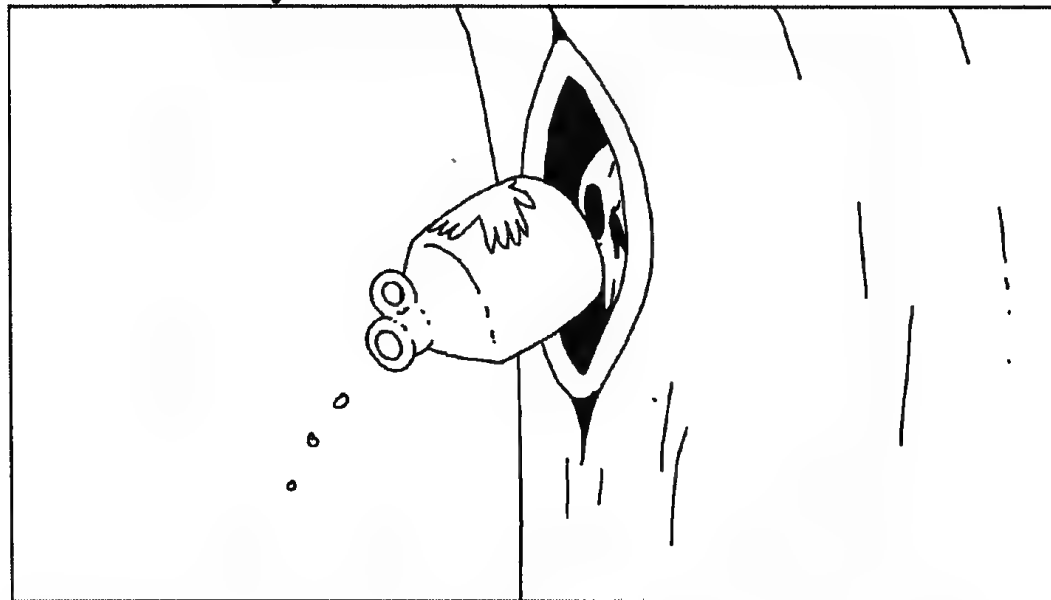
day night



Sc. 118 *cont* Pnl. C

Bg.

day night



Dialog:

♪ MUSIC PLAYING ♪

SPX / THOP!

Action:

-SYRUP KNOCKS SKULL FARTHER INTO KNOT HOLE

FEB 25 2016

Timing:

EPISODE # 1042-248

1042 248

Production :

1042 248

1042 248

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ADVENTURE TIME



Sc. 118 cont Pnl. D Bg. day night

Sc. 119 Pnl. A Bg. day night

Dialog:	♪ MUSIC PLAYING ♪
Action:	- SYRUP CAROMS OFF/S.
Timing:	FEB 25 2016

EPISODE # 1042-248

Production :

1042 248

1042 248

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# ADVENTURE TIME



Page 211

Sc. 119 *cont*

Pnl. *B*

Bg.

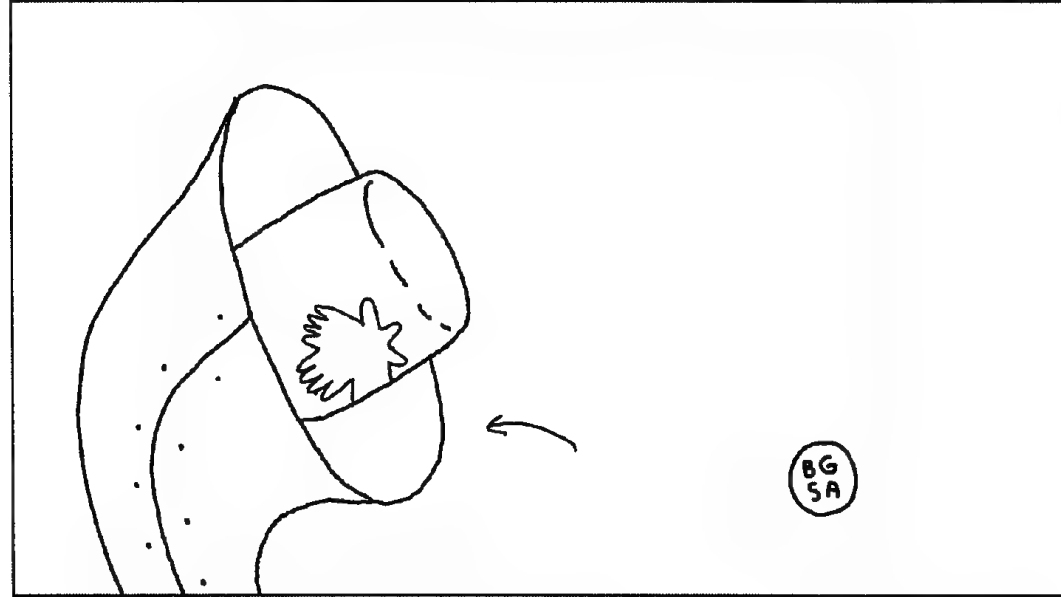
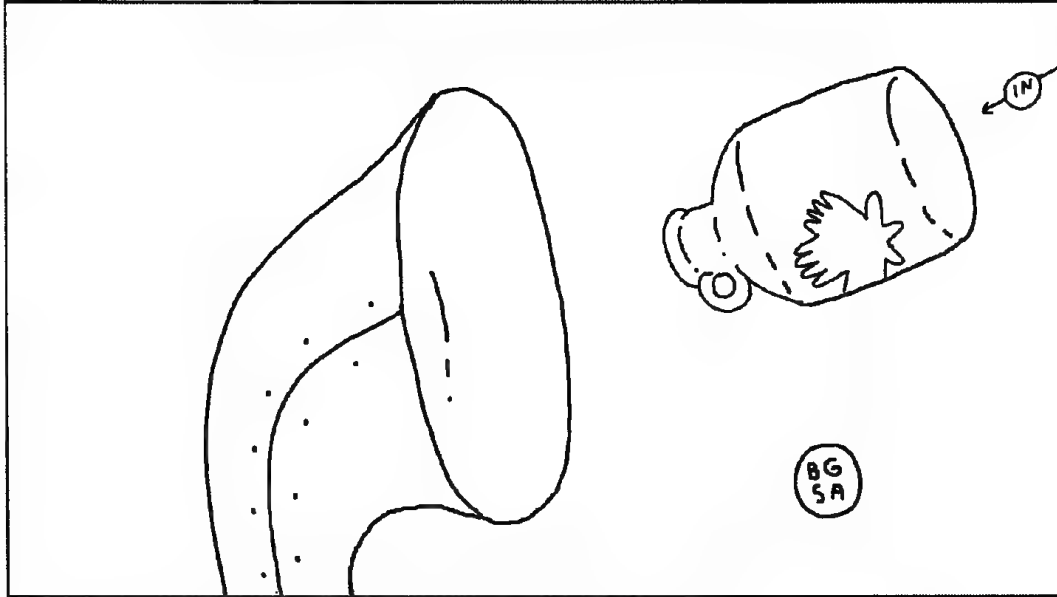
day night

Sc. 119 *cont*

Pnl. *C*

Bg.

day night



Dialog:

*♪ MUSIC PLAYING ♪*

*(SPX) TUNK!*

Action:

*- SYRUP LANDS IN VICTROLA HORN*

FEB 25 2016

Timing:

EPISODE # 1042-248

Production :

1042 248

1042 248



# ADVENTURE TIME



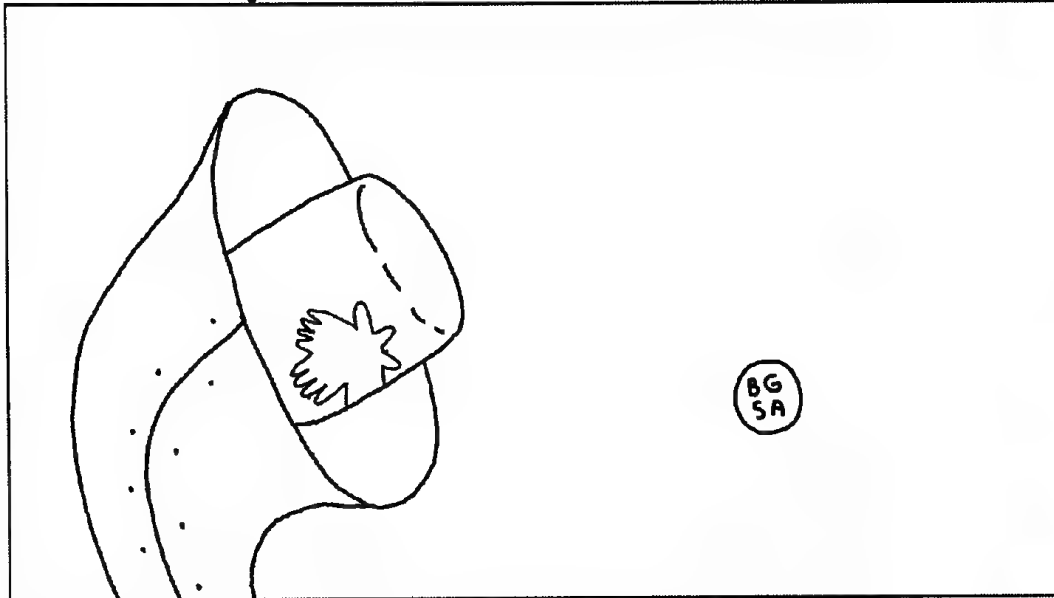
Page 212

Sc. 119 *CONT*

Pnl. D

Bg.

day night

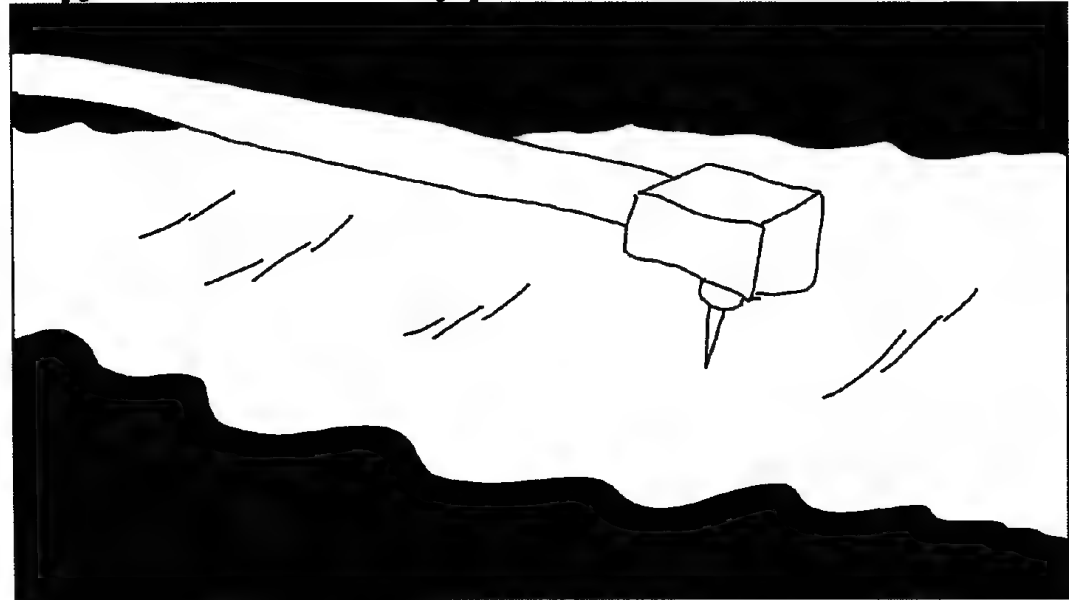


Sc. 120

Pnl. A

Bg.

day night



Dialog:

*(SFX)* GBUU - GBUU - GBUU - GBUU , MUSIC PLAYING

Action:

FEB 25 2016

Timing:

EPISODE # 1042-248

Production :

1042 248

# ADVENTURE TIME



Page 213

Sc. 120 *cont*

Pnl. *B*

Bg.

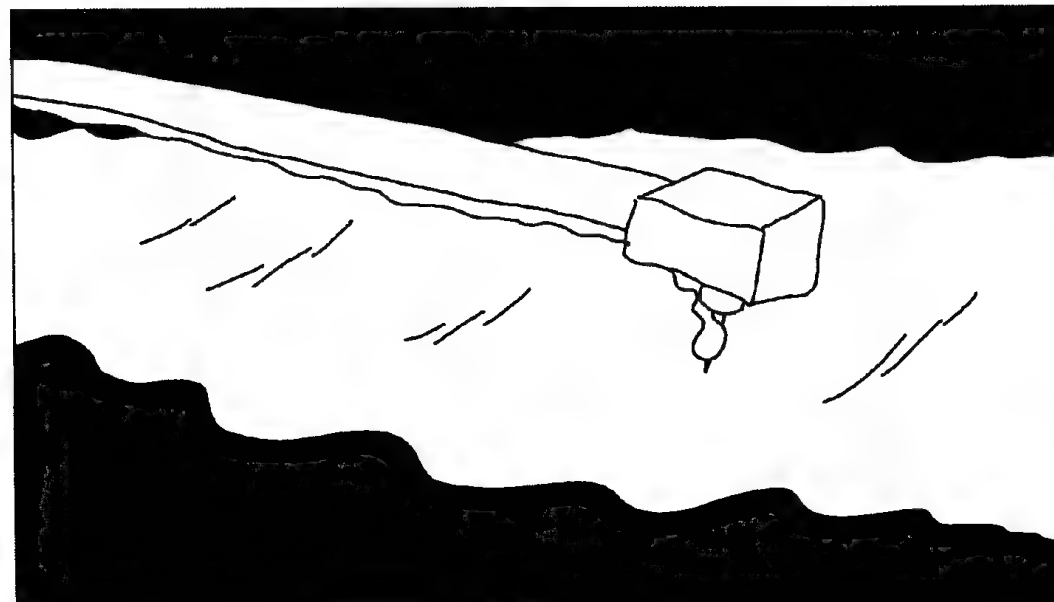
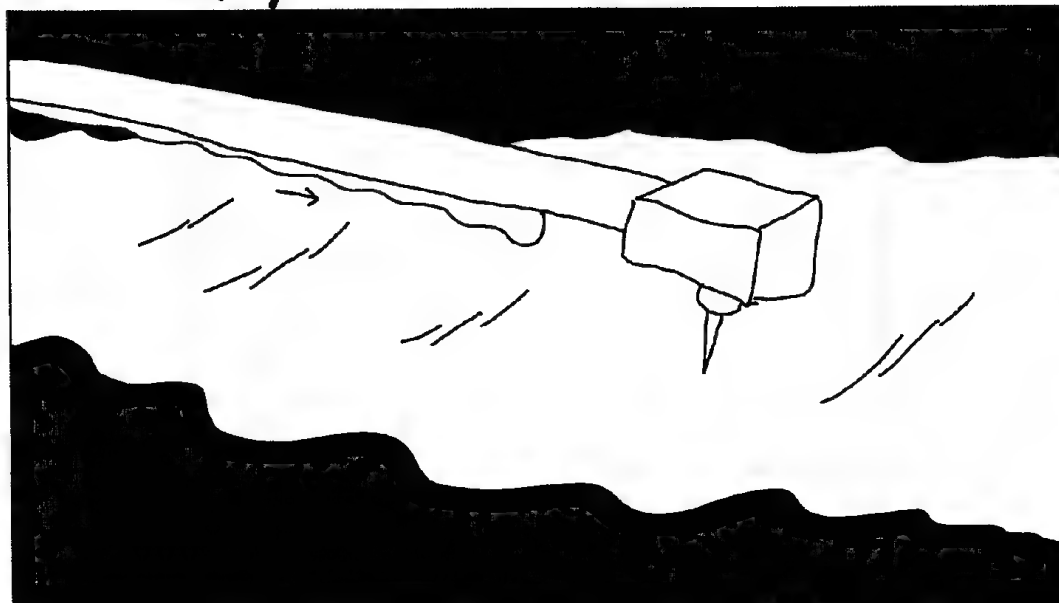
day night

Sc. 120 *cont*

Pnl. *C*

Bg.

day night



Dialog:

♪ MUSIC PLAYING ♪

Action:

- SYRUP TRAVELS DOWN ARM THROUGH CAPILLARY ACTION.

FEB 25 2016

Timing:

1042-248

EPISODE #

1042 248

Production :

1042 248

# ADVENTURE TIME

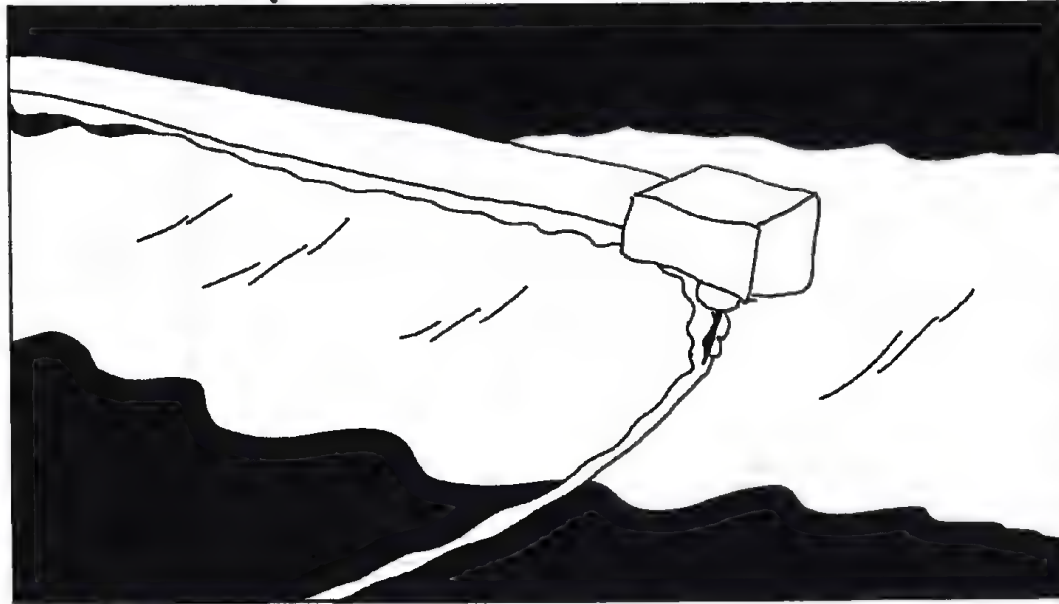


Page 214

Sc. 120 *CONT* Pnl. D

Bg.

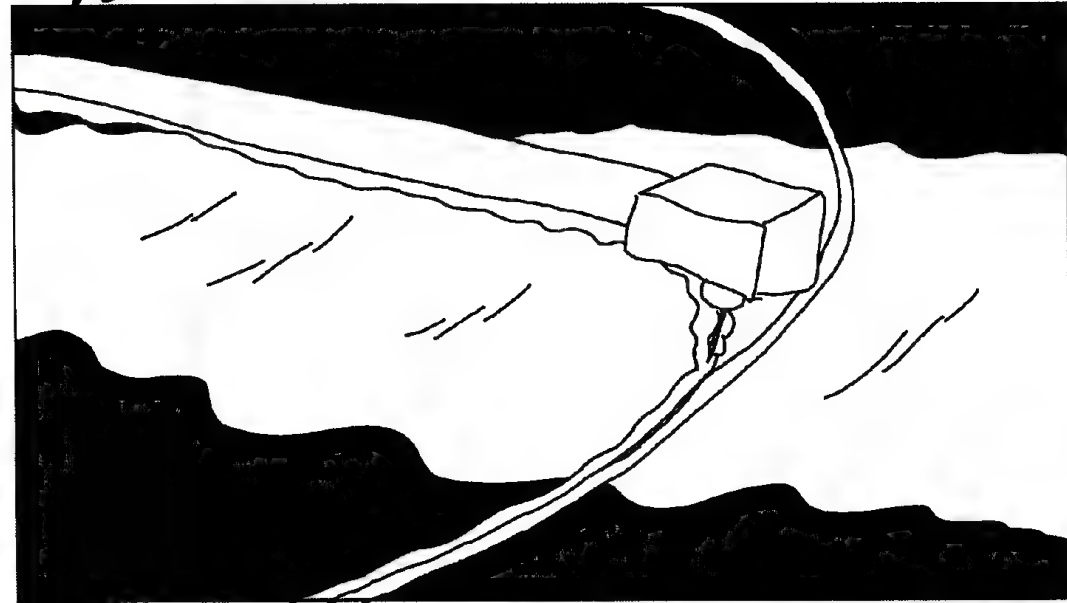
day night



Sc. 120 *CONT* Pnl. E

Bg.

day night



Dialog:



(MUSIC GETS WEIRD)

Action:

SYRUP COMES OUT OF  
THE NEEDLE.

FEB 25 2016

Timing:

1042-248  
EPISODE #

Production :

1042 248

1042 248

ADVENTURE TIME



Page 215

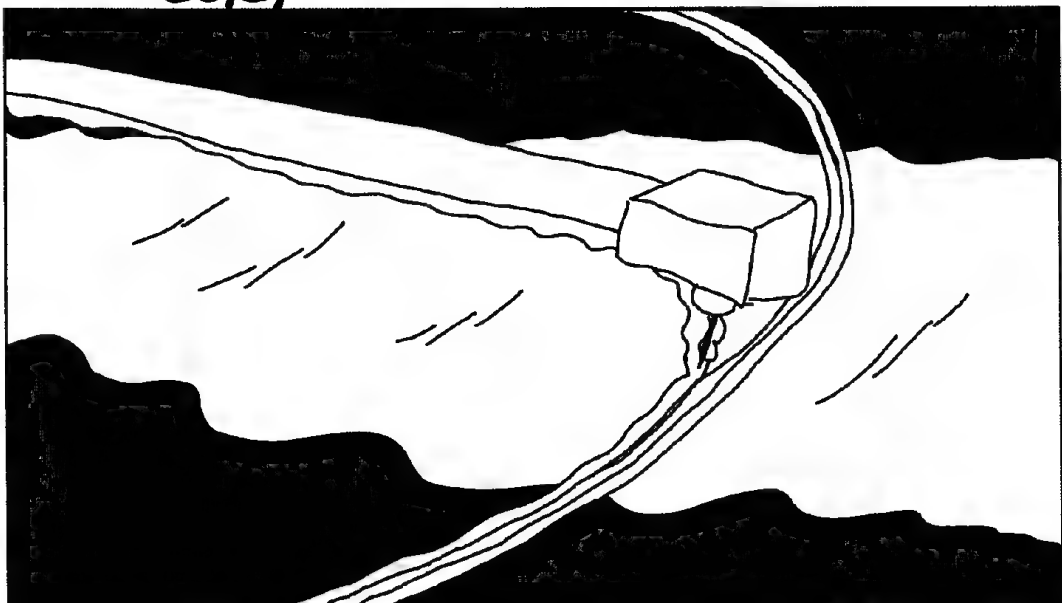
Sc. 120

cont

Pnl. F

Bg.

day night

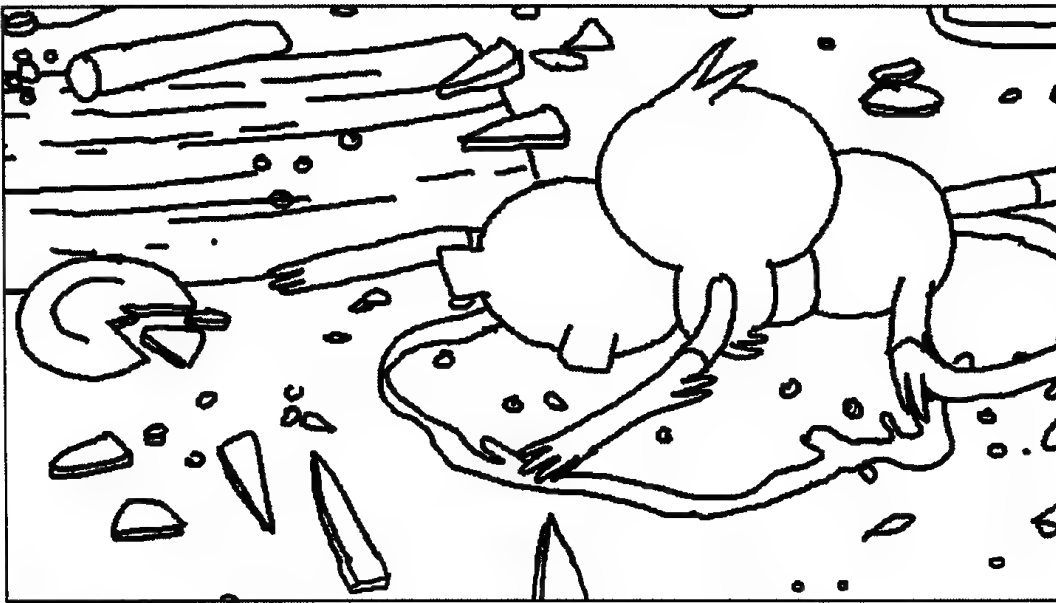


Sc. 121

Pnl. A

Bg.

day night



Dialog:

♪ MUSIC SLOWS TO A STOP ♪

Action:

FEB 26 2016

Timing:

EPISODE #

1042-248

Production :

1042 248

1042 248

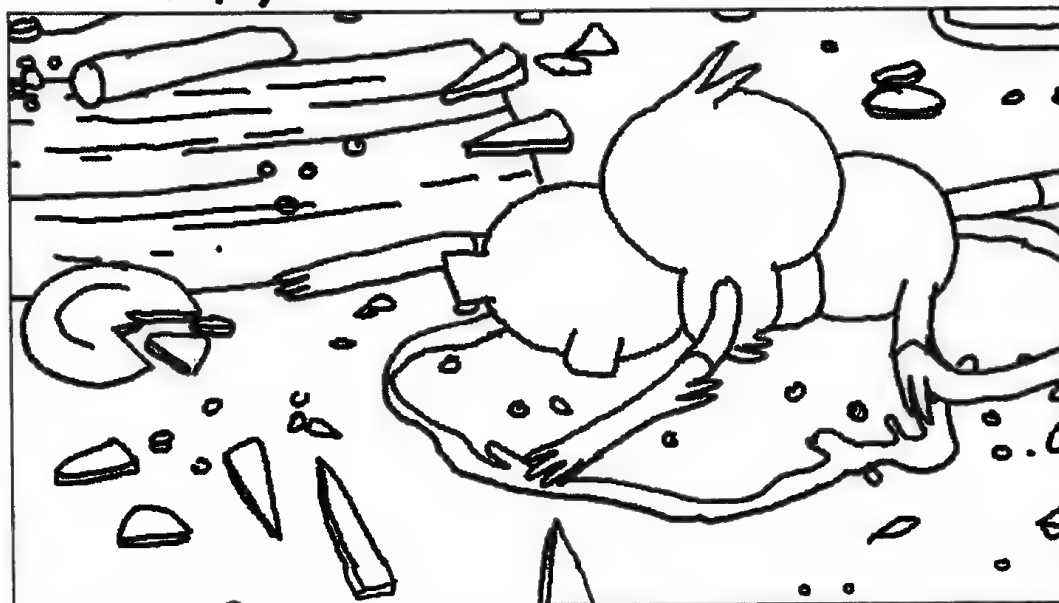
1042 248

# ADVENTURE TIME

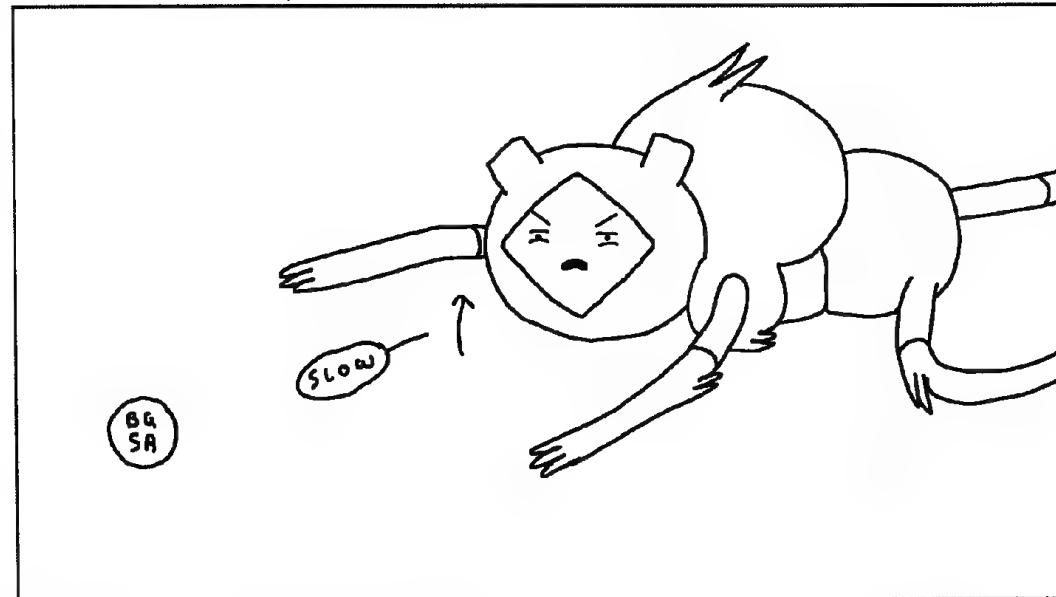


Page **216**

Sc. 121 **CONT** Pnl. 6 Bg. day night



Sc. 121 **CONT** Pnl. 7 Bg. day night



Dialog:

(V)(os) HEY, WEEDY!

HEY...

(GF) ... JUST LET ME SUCK  
AROUND A BIT, OKAY MAN.

Action:

- G.F. LOOKS UP.

HEY...

FEB 25 2016

Timing:

(ALT) ... LET ME YANK  
AROUND A BIT, OKAY MAN.

EPISODE # 1042-248

Production :

1042 248

# ADVENTURE TIME



Page **217**

Sc. 122

Pnl. A

Bg.

day night

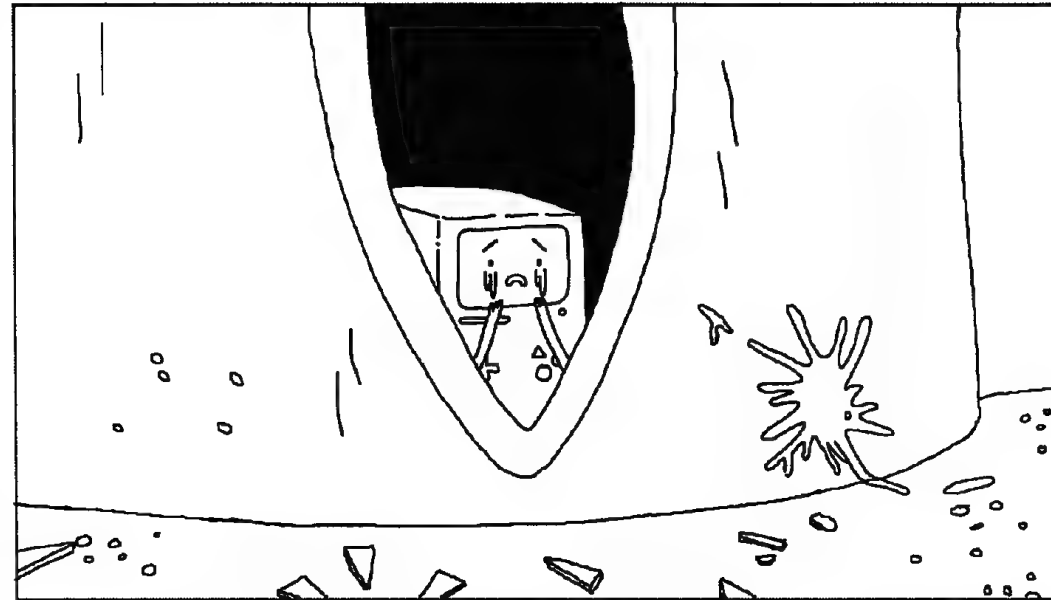


Sc. 123

Pnl. A

Bg.

day night



Dialog:

① NO WAY , BUSTER .  
YOU'RE HURTING  
BMO.!

② BMO I'M OKAY!

Action:



FEB 15 2018

Timing:

EPISODE # 1042-248

Production :

1042 248

# ADVENTURE TIME



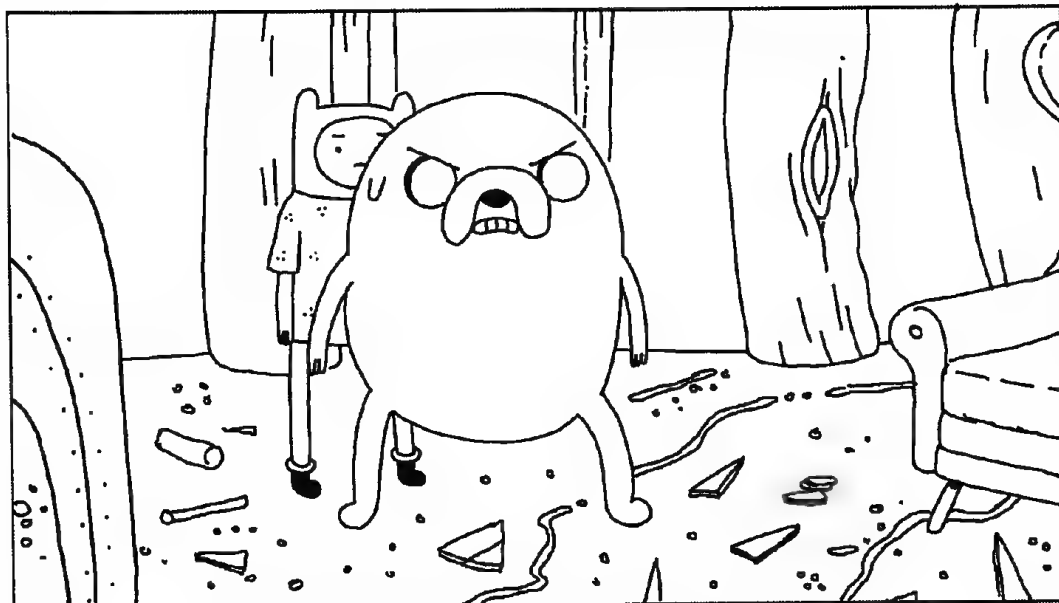
Page **218**

Sc. 124

Pnl. A

Bg.

day night

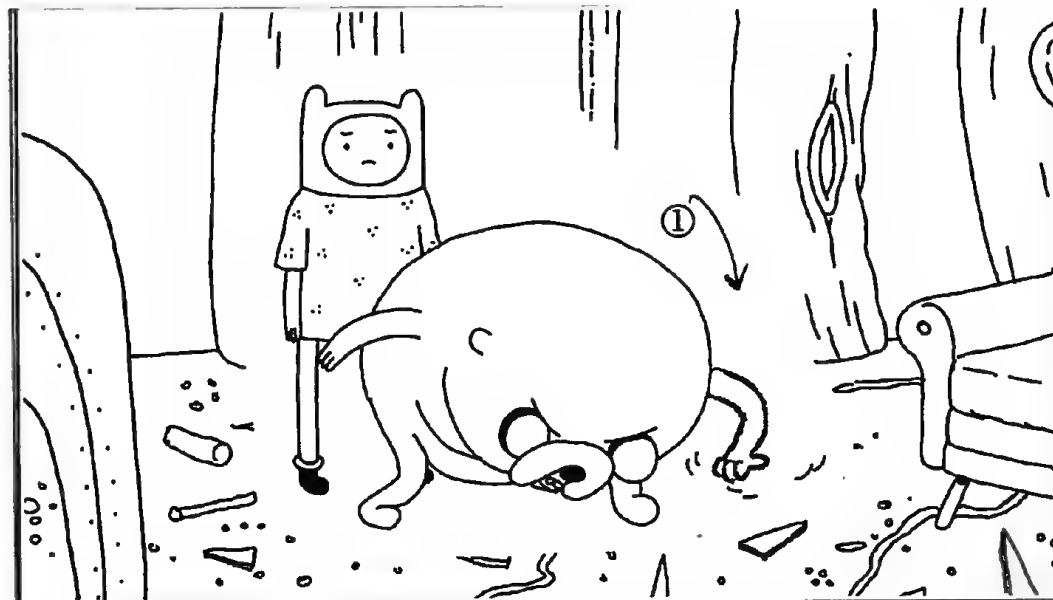


Sc. 124 *cont*

Pnl. B

Bg.

day night



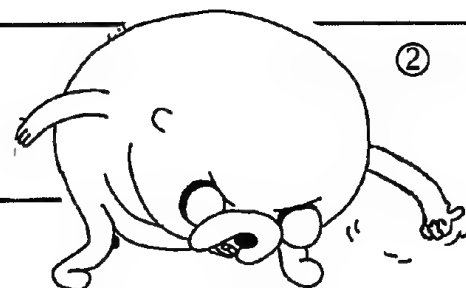
Dialog:

@/ G E E E E E E E E E E E E E E T -

Action:

-J. LEANS FORWARD  
SHAKING THUMB-HAND.

Timing:



EPISODE # 1042-248

Production :

1042 248



1042 248


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# ADVENTURE TIME



Sc. 124 *cont* Pnl. C Bg. day night

Sc. 124 *cont* Pnl. D Bg. day night

Dialog:	①/ (CONT). OW 'A' HEWH!!!!!!	①/ COME ON, FINN.
Action:		
Timing:	FEB 25 2016	

EPISODE # 1042-248

1042 248

Production :

1042 248

# ADVENTURE TIME

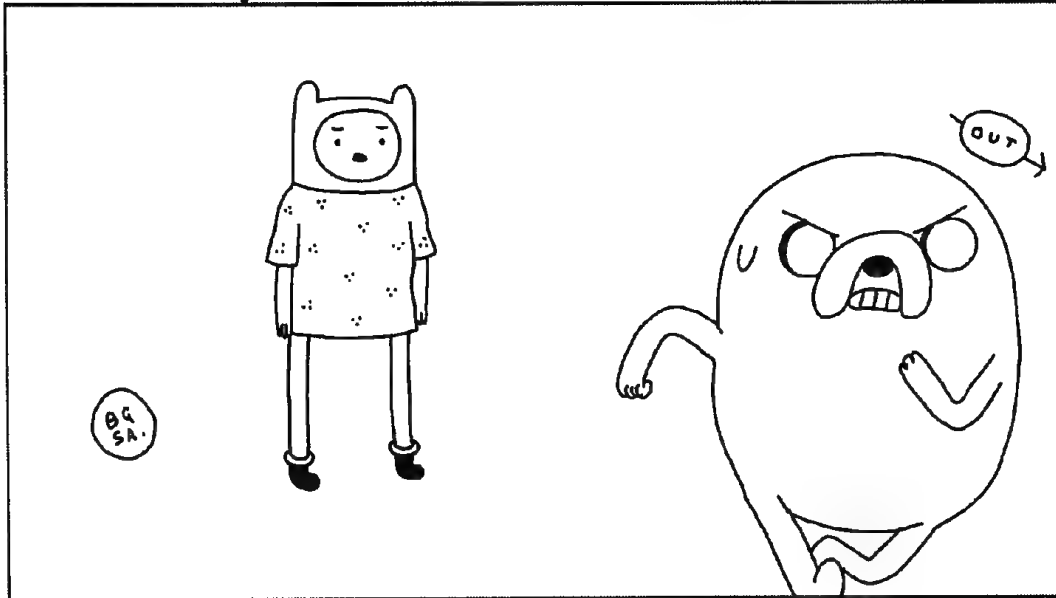


Page 220

Sc. 124 *cont* Pnl. E

Bg.

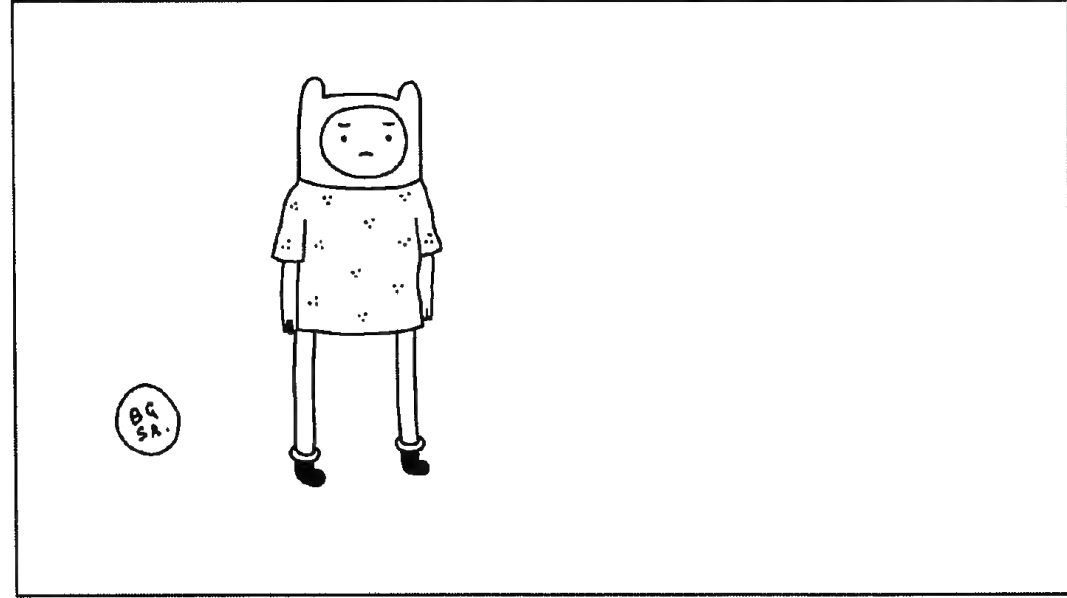
day night



Sc. 124 *cont* Pnl. F

Bg.

day night



Dialog:

(F) JAKE UH I'M  
STILL PROCESSING  
ALL THIS...

Q/(os) UNITED FRONT!

Action:

-J. MARCHES OFF/S.

FEB 25 2016

Timing:

EPISODE # 1042-248

Production :

1042 248

1042 248

# ADVENTURE TIME

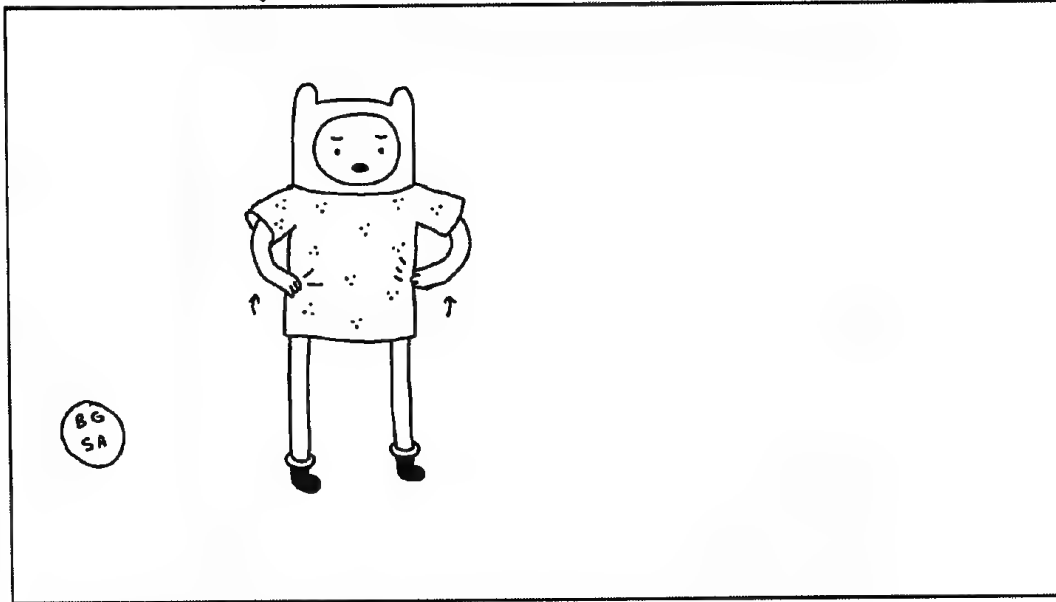


Page 221

Sc. 124 *CONT* Pnl. G

Bg.

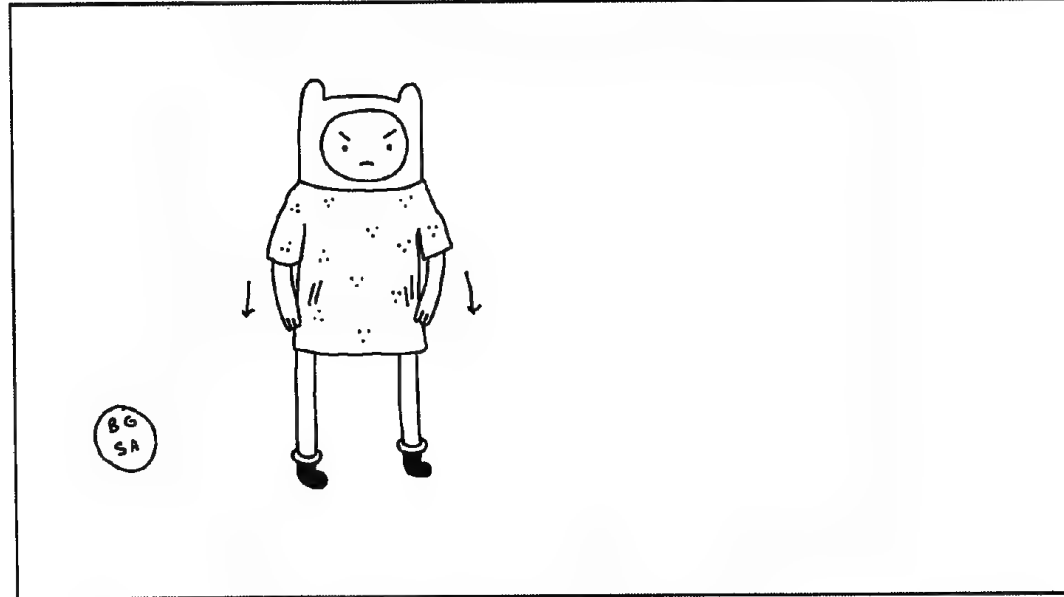
day night



Sc. 124 *CONT* Pnl. H

Bg.

day night



Dialog:

(F) O K A Y .



Action:

UNSURE .

FEB 25 2016

Timing:

1042-248

EPISODE #

1042 248

Production :

1042 248

ADVENTURE TIME



Page 222

Sc. 124 CONT

Pnl. 1

Bg.

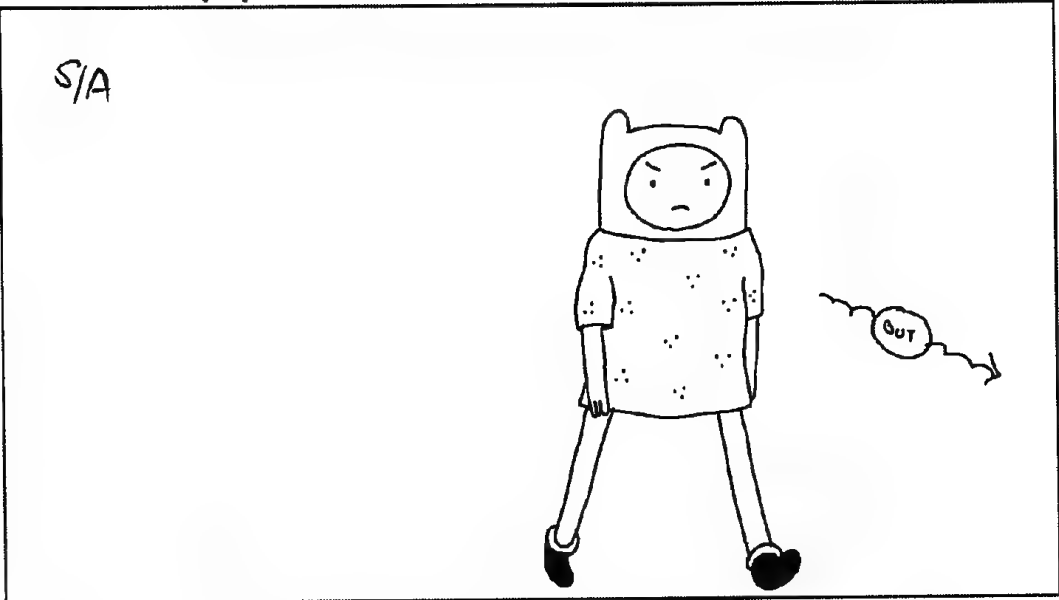
day night

Sc. 125

Pnl. A

Bg.

day night



Dialog:

Action:

- F. WALKS OFF/S.

— SLIGHTLY ZOOMED  
OUT FROM THE LAST  
TIME WE SAW THIS B.G.

FEB 25 2016

Timing:

EPISODE # 1042-248

Production :

1042 248

1042 248

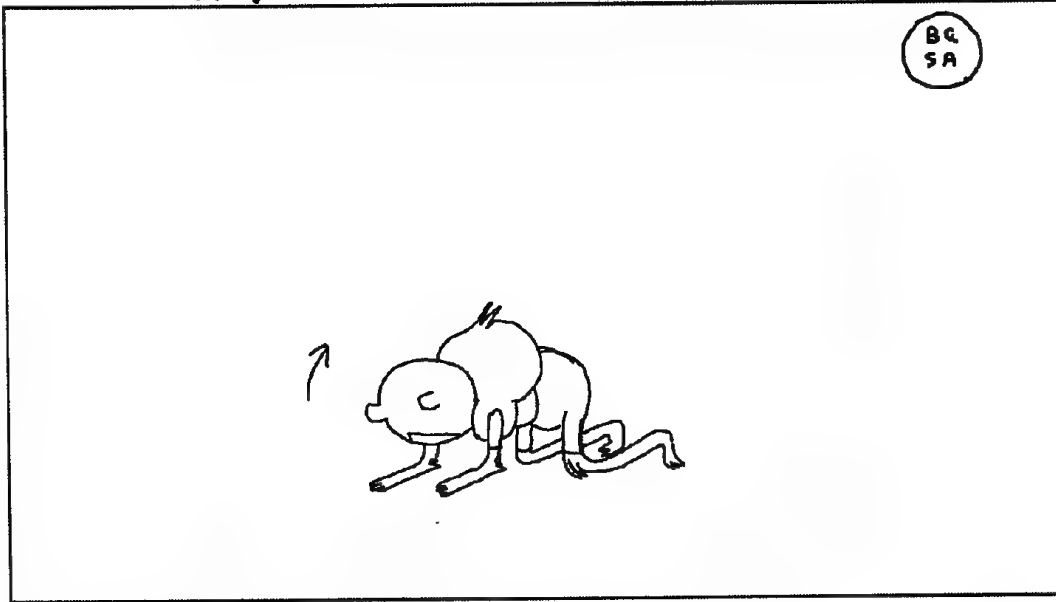
1042 248

# ADVENTURE TIME

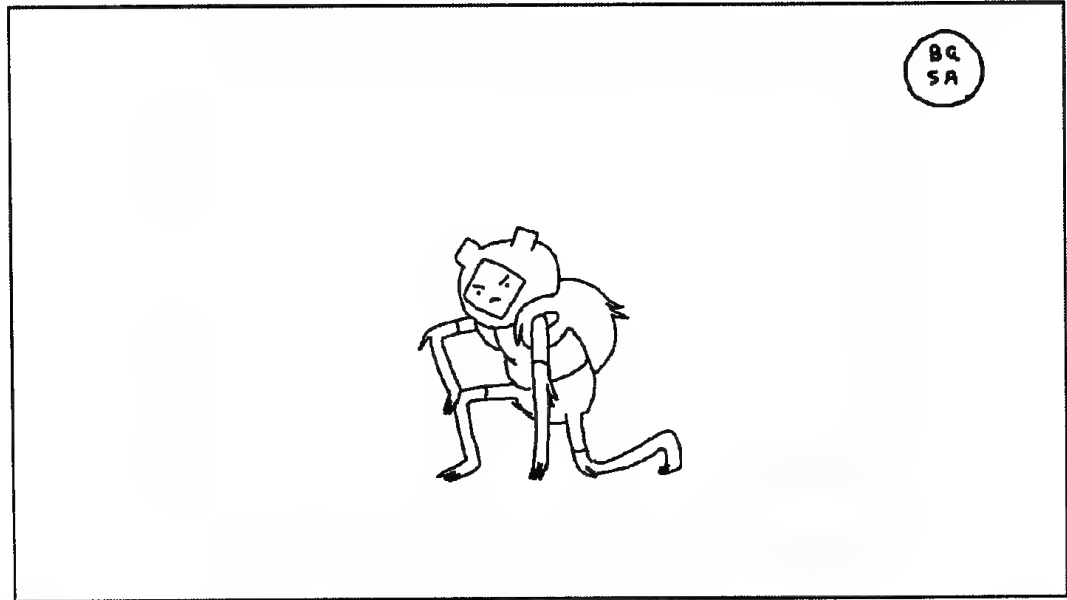


Page 223

Sc. 125 *cont* Pnl. B Bg. day night



Sc. 125 *cont* Pnl. C Bg. day night



Dialog:

Action:

-G.F. RISES TO FEET.

FEB 25 2016

Timing:

EPISODE # 1042-248

Production :

1042 248

# ADVENTURE TIME



Page 224

Sc. 125 *cont*

Pnl. *D*

Bg.

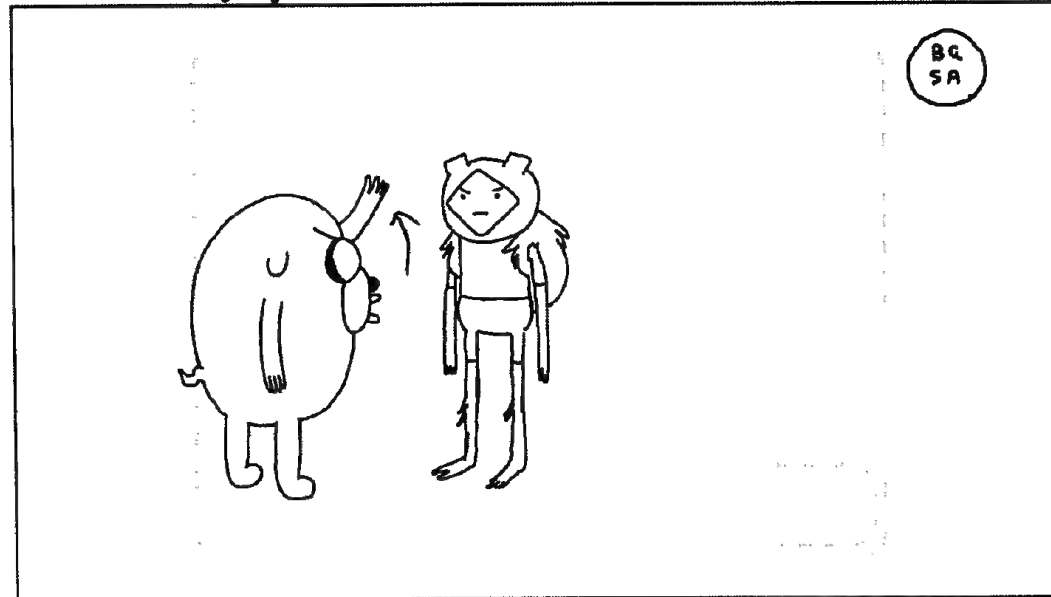
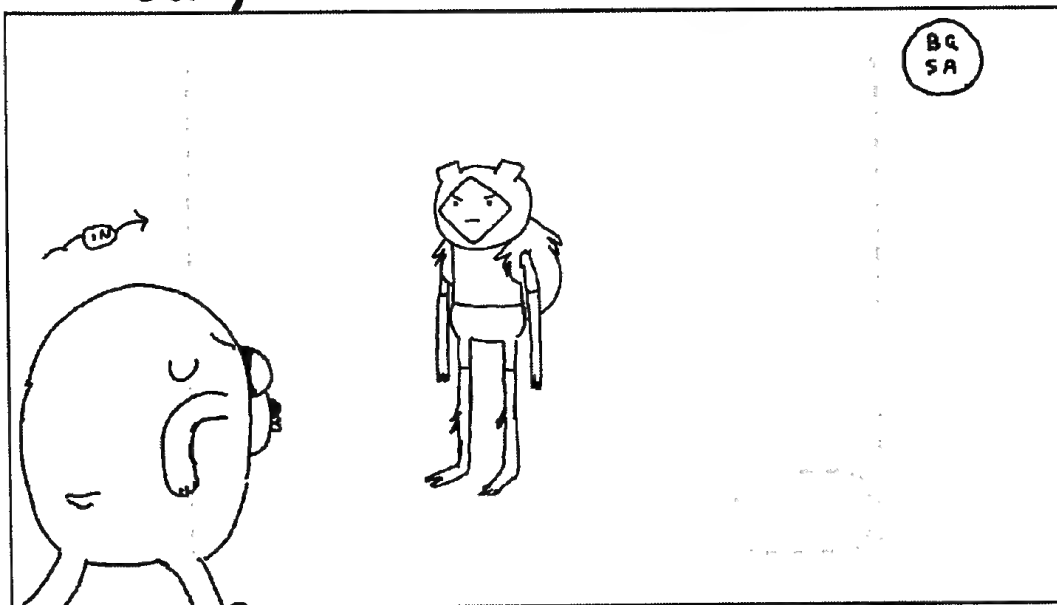
day night

Sc. 125 *cont*

Pnl. *E*

Bg.

day night



Dialog:

① YOU SCARE BMO, --

② YOU MUCK UP MY MOM'S RECORDS, YOU WASTE MY BR-

Action:

-J. MARCHES ON/S.

FEB 25 2016

Timing:

1042-248

EPISODE #

1042 248

Production :

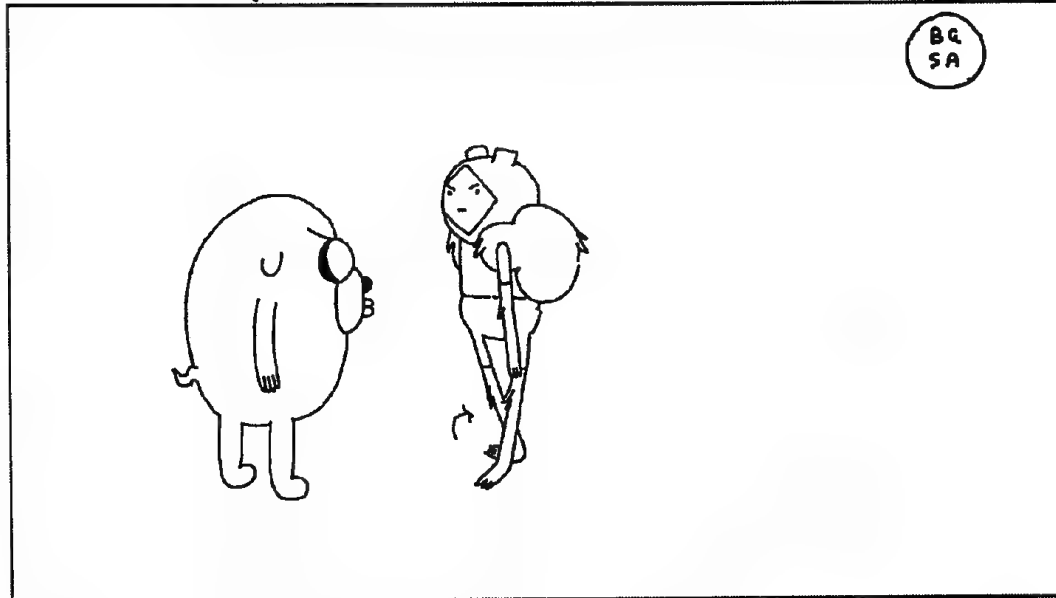
1042 248

# ADVENTURE TIME

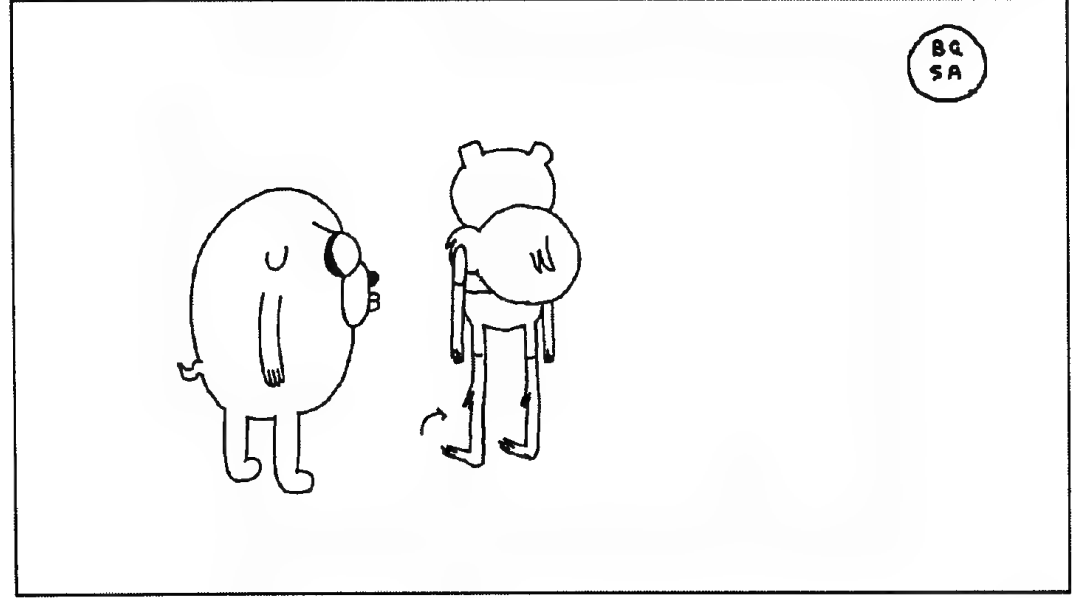


Page 225

Sc. 125 *cont* Pnl. F Bg. day night



Sc. 125 *cont* Pnl. G Bg. day night



Dialog:	<u>SFX:</u> * SHFF *	
Action:	- GF TURNS AWAY FROM JAKE.	
Timing:	FEB 25 2016	

EPISODE # 1142-248

Production :

1042 248

1042 248



# ADVENTURE TIME



Page 226

Sc. 125 *cont* Pnl. H

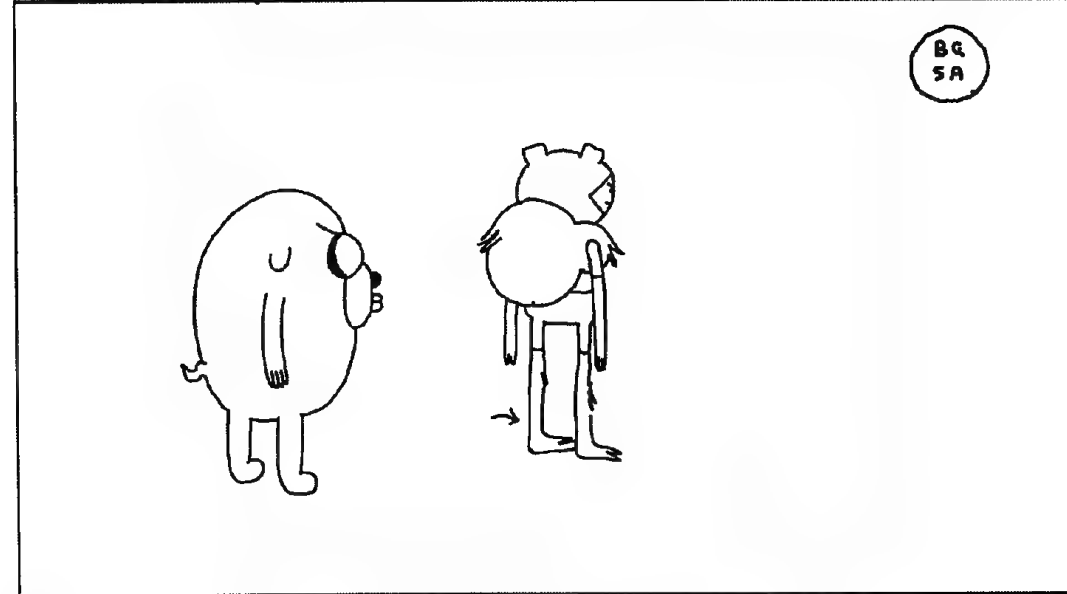
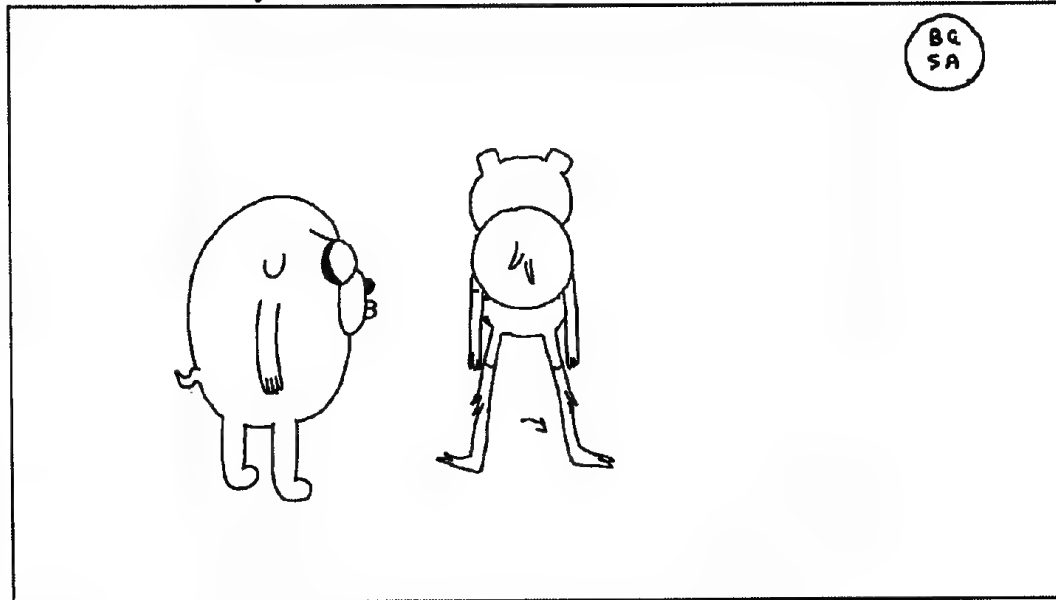
Bg.

day night

Sc. 125 *cont* Pnl. I

Bg.

day night



Dialog:
Action:
Timing:

FEB 25 2016

1042-248

EPISODE #

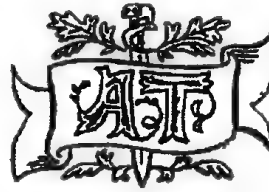
Production :

1042 248

1042 248

1042 248

# ADVENTURE TIME



Page 227

Sc. 125 *cont* Pnl. J

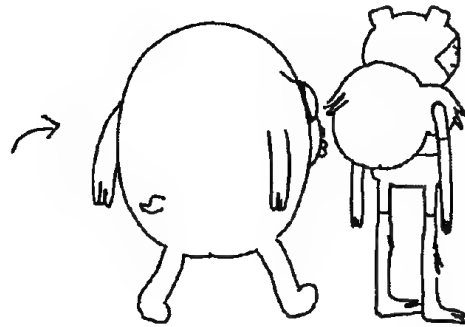
Bg.

day night

Sc. 125 *cont* Pnl. K

Bg.

day night



BG  
SA



BG  
SA

Dialog:

Action:

- J. WALKS AROUND TO FRONT OF G.F.

FEB 25 2016

Timing:

1042-248

EPISODE #

1042 248

Production :

1042 248

# ADVENTURE TIME



Page 228

Sc. 125 *cont* Pnl. L

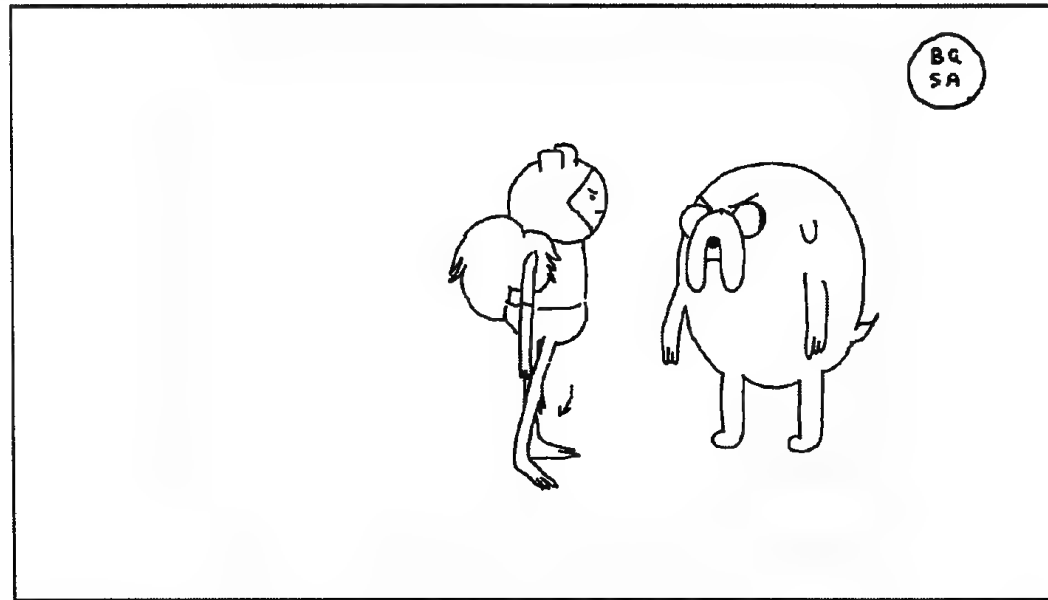
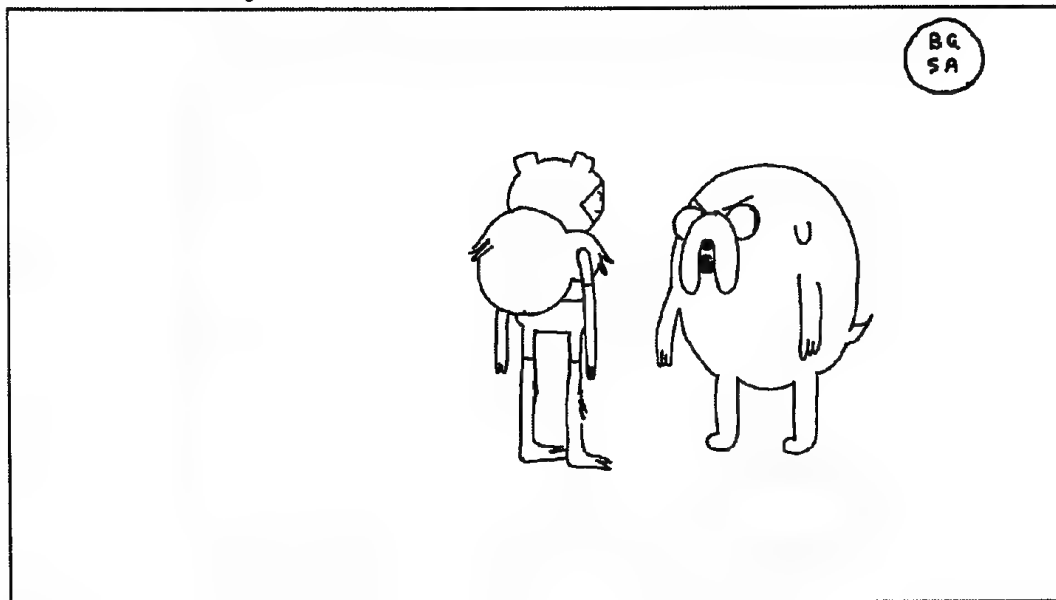
Bg.

day night

Sc. 125 *cont* Pnl. M

Bg.

day night



Dialog:

① You WASTE My  
BREAKFAST SY-

Action:

FEB 25 2016

Timing:

1042-248

EPISODE #

1042 248

Production :

1042 248

# ADVENTURE TIME



Page **229**

Sc. 125 *CONT* Pnl. *N*

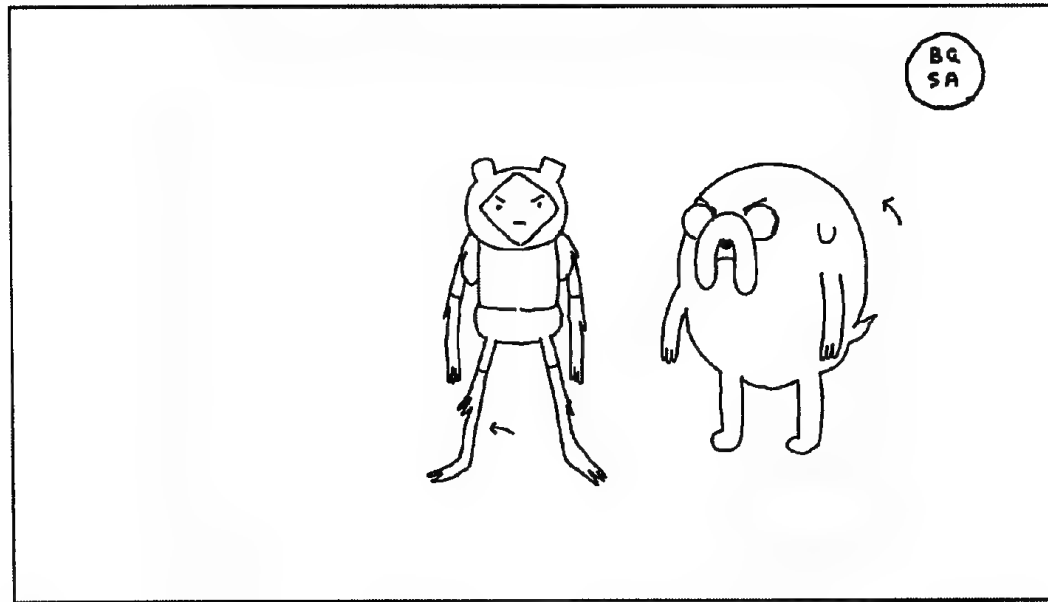
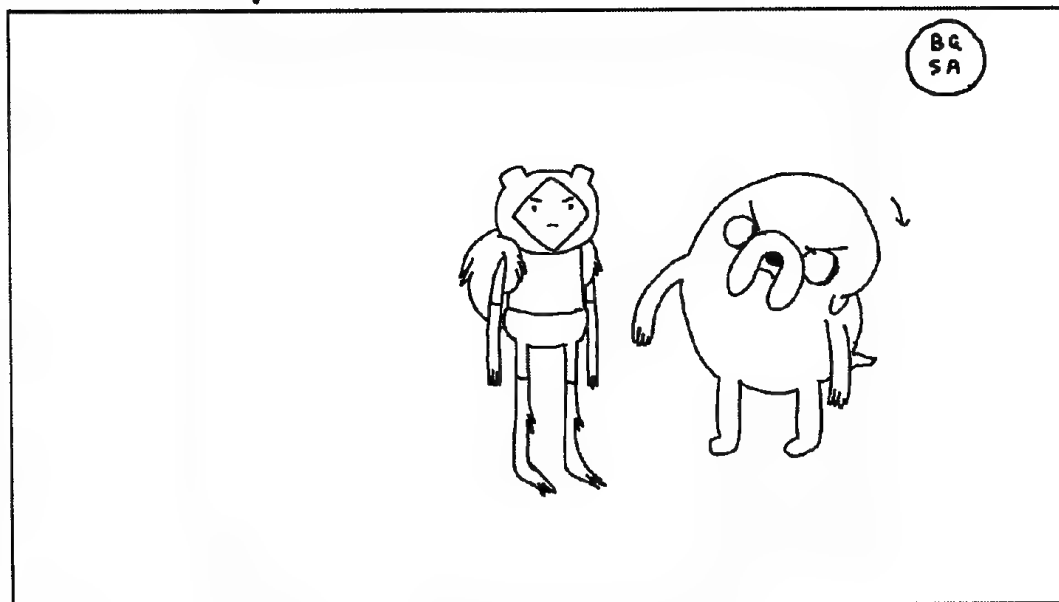
Bg.

day night

Sc. 125 *CONT* Pnl. *O*

Bg.

day night



Dialog:

SFX: \* SHFF \*

Action:

- G.F. TURNS AWAY AGAIN.

FEB 25 2016

Timing:

1042-248

EPISODE #

1042 248

Production :

1042 248

# ADVENTURE TIME



Page 230

Sc. 125 *cont* Pnl. P

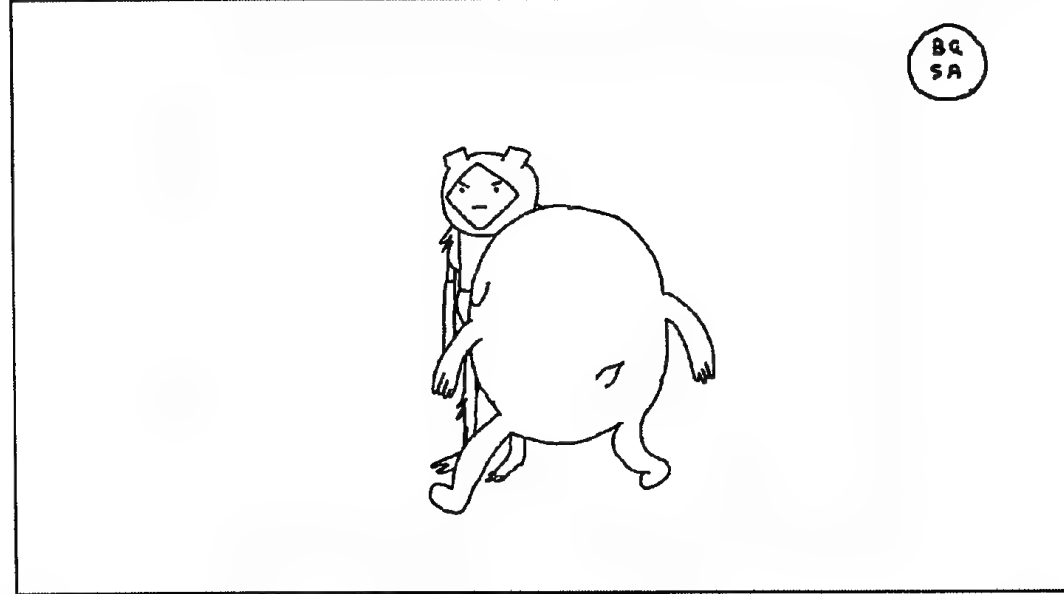
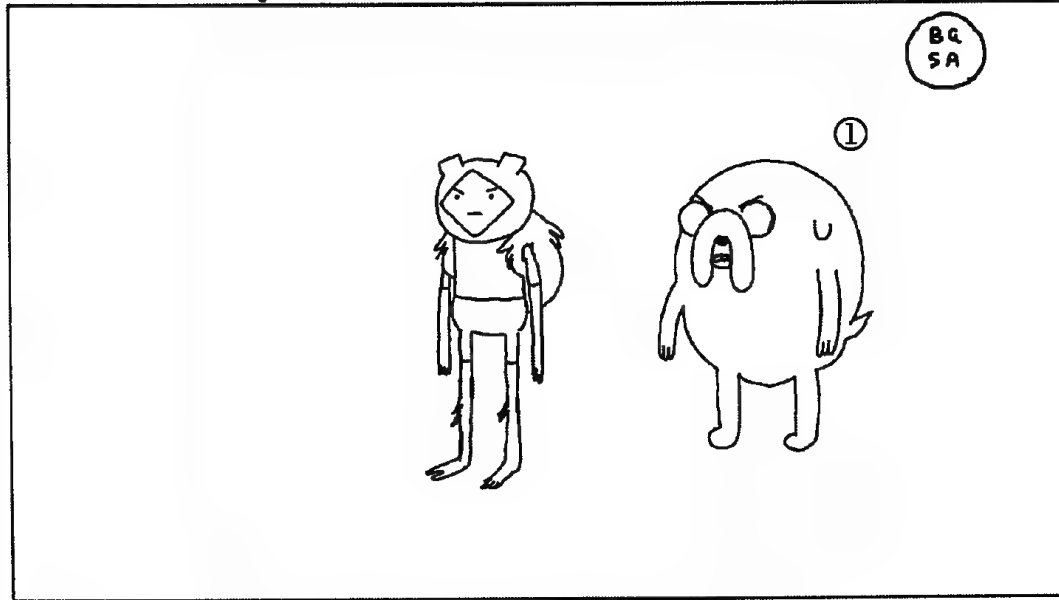
Bg.

day night

Sc. 125 *cont* Pnl. Q

Bg.

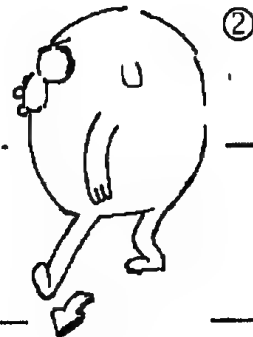
day night



Dialog:

Q/ BREAKFAST SYRUP. HEY.

Action:



FEB 25 2016

Timing:

EPISODE # 1042-248

Production :

1042 248

# ADVENTURE TIME



Page 231

Sc. 125 *CONT* Pnl. R

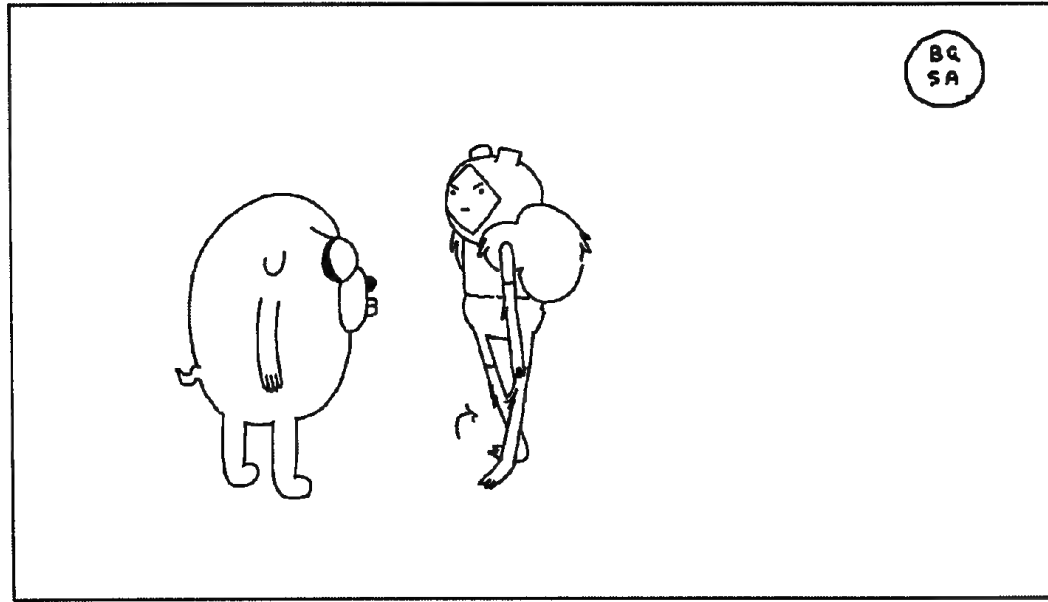
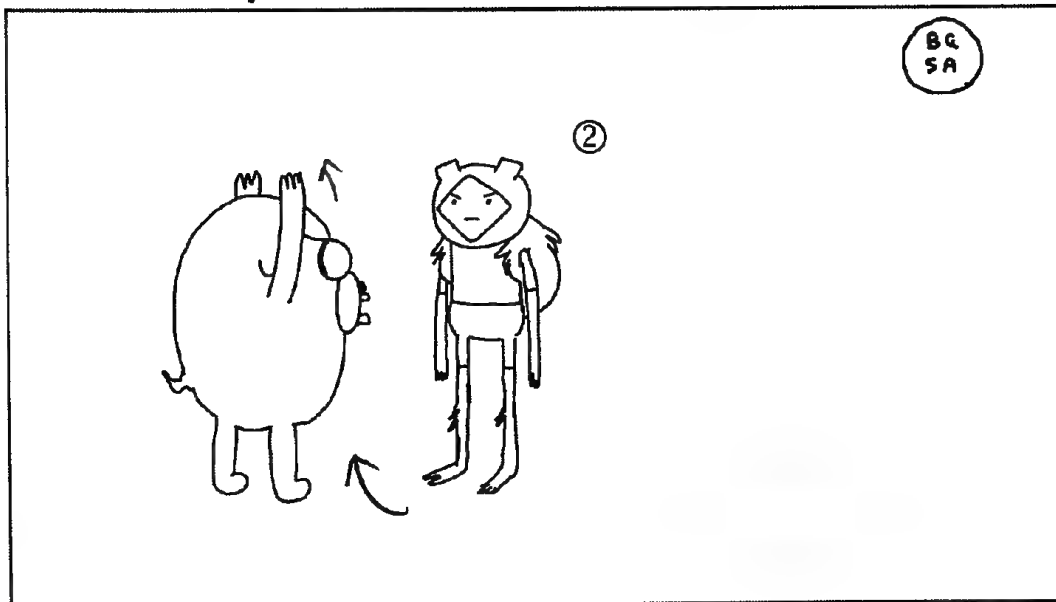
Bg.

day night

Sc. 125 *CONT* Pnl. S

Bg.

day night



Dialog:

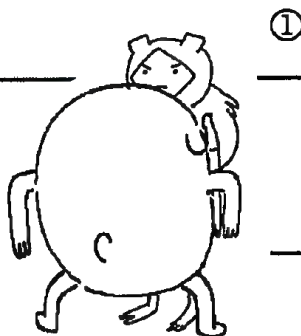
①/ LOOK AT ME  
WHEN I'M MAD!

FEB 25 2016

Action:

- J. CIRCLES AROUND TO FRONT  
OF A G.F.

Timing:



1042-248

EPISODE #

1042 248

Production :

1042 248

1042 248

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# ADVENTURE TIME

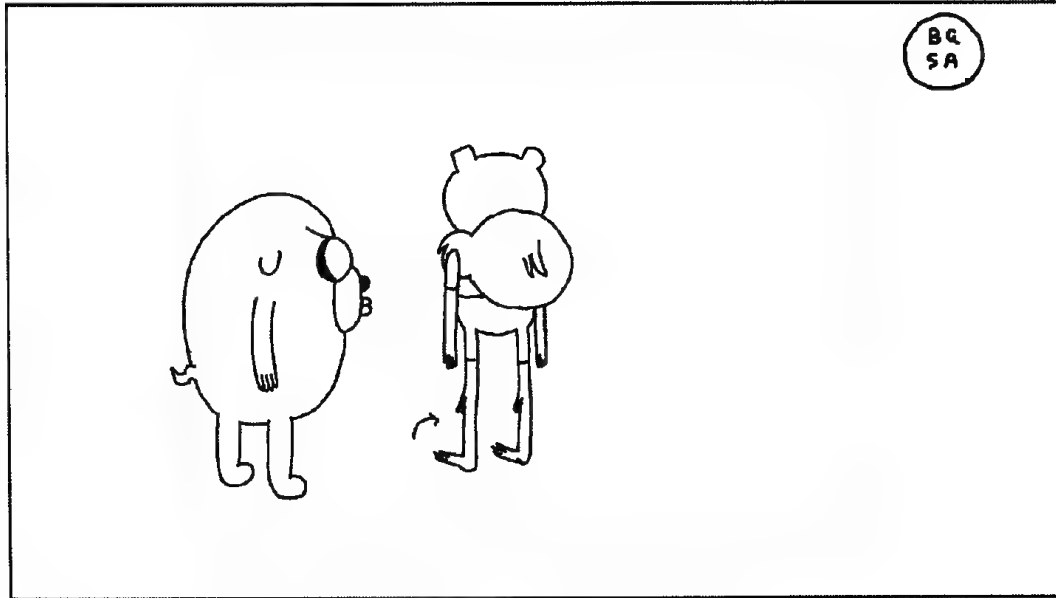


Page 232

Sc. 125 *CONT* Pnl. T

Bg.

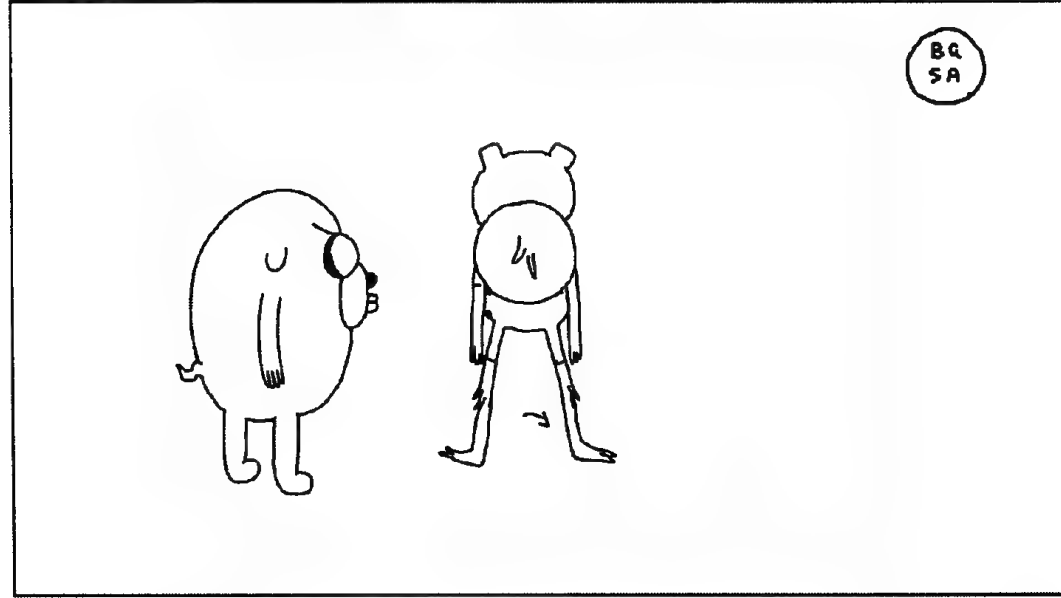
day night



Sc. 125 *CONT* Pnl. U

Bg.

day night



Dialog:

SFX:  
— SHFF

Action:

FEB 25 2010

Timing:

1042-248

EPISODE #

1042 248

Production :

1042 248



# ADVENTURE TIME



Page 233

Sc. 125 *cont* Pnl. V

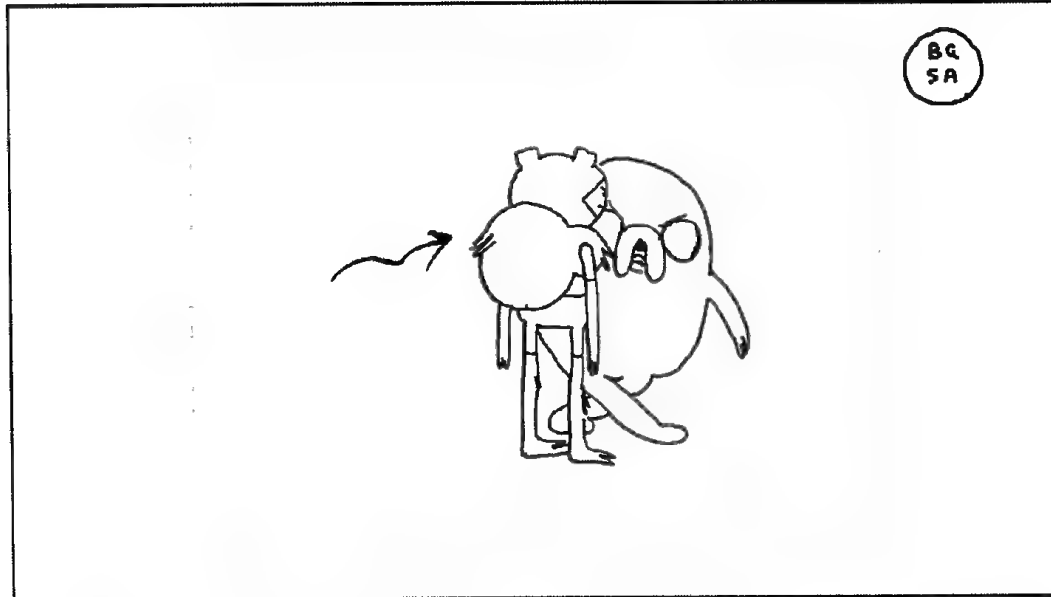
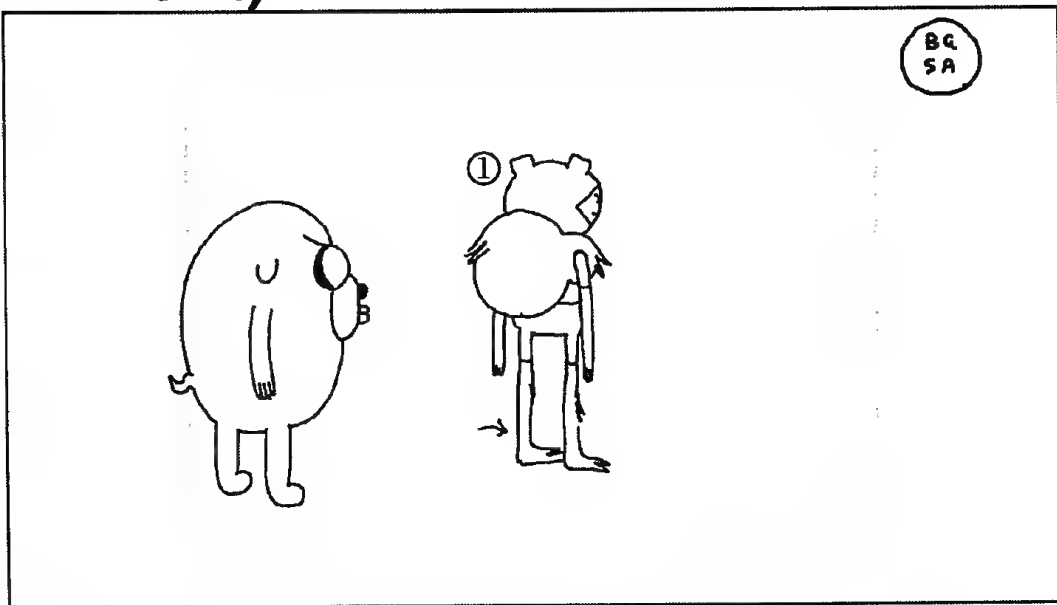
Bg.

day night

Sc. 125 *cont* Pnl. W

Bg.

day night



Dialog:

U LOOK IT MY EYES

Action:



FEB 25 2016

Timing:

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EPISODE #

042 248

Production :

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1042 248

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# ADVENTURE TIME



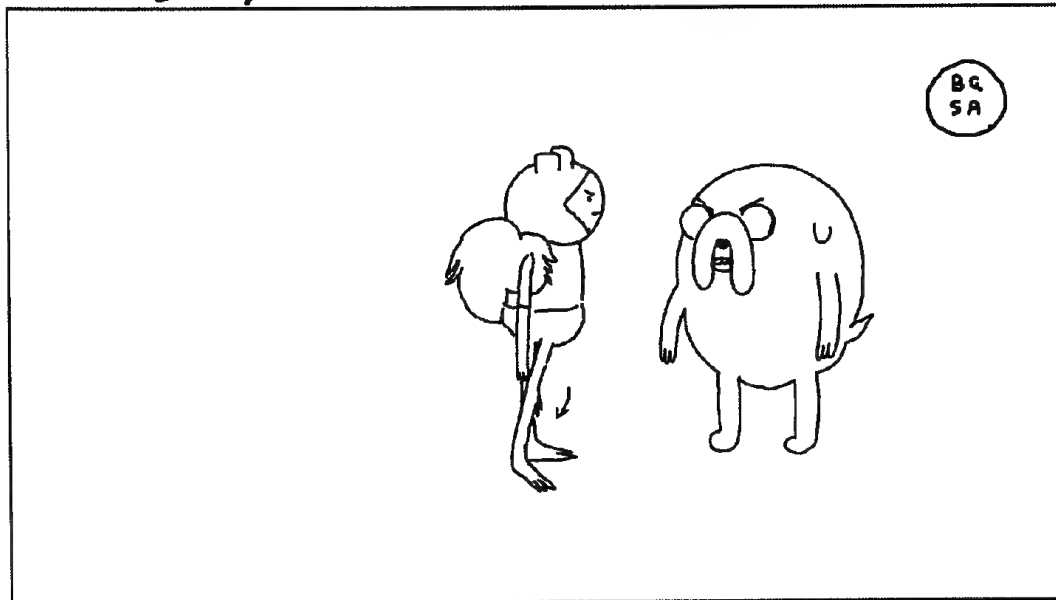
Page 234

Sc. 129 *cont*

Pnl. X

Bg.

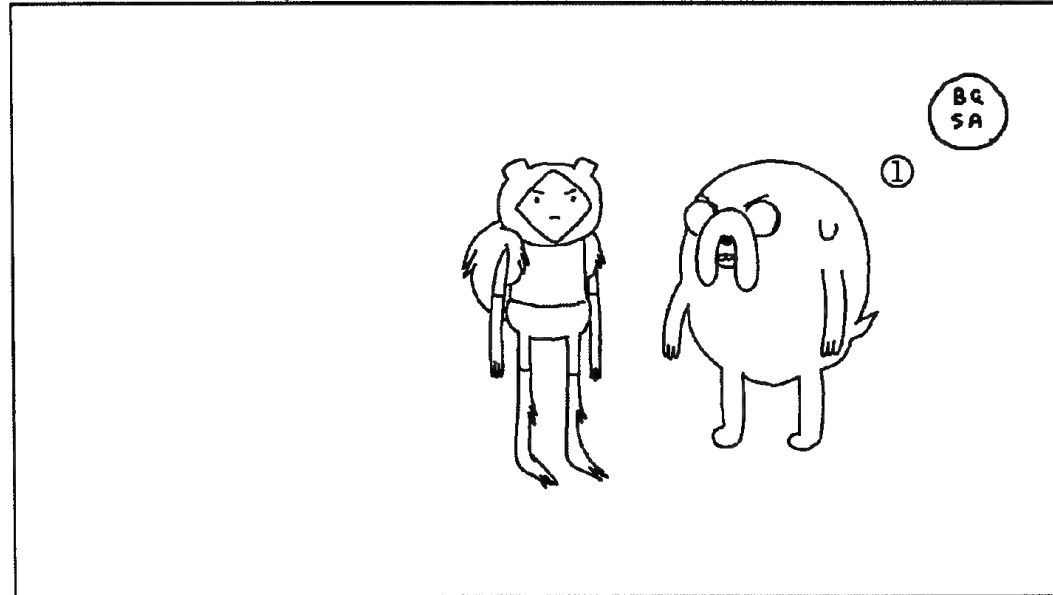
day night



Sc. 125 *cont* Pnl. Y

Bg.

day night



Dialog:

① THEY'RE -

① (CONT) MAD.

Action:

Timing:

FEB 25 2016



EPISODE # 1042-248

Production :

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1042 248

1042 248

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# ADVENTURE TIME

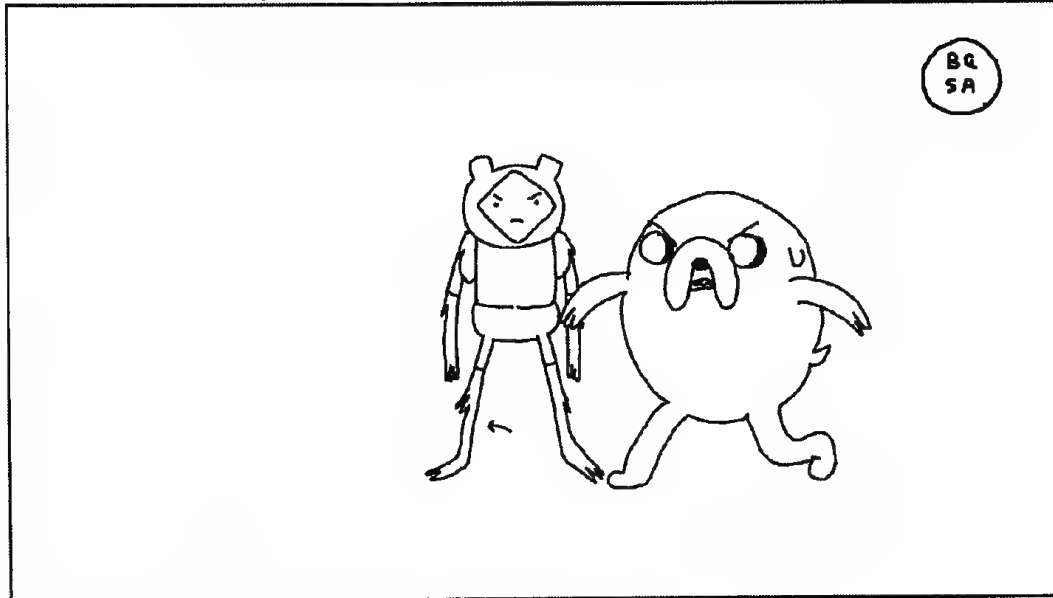


Page 235

Sc. 125 *CONT* Pnl. 2 A

Bg.

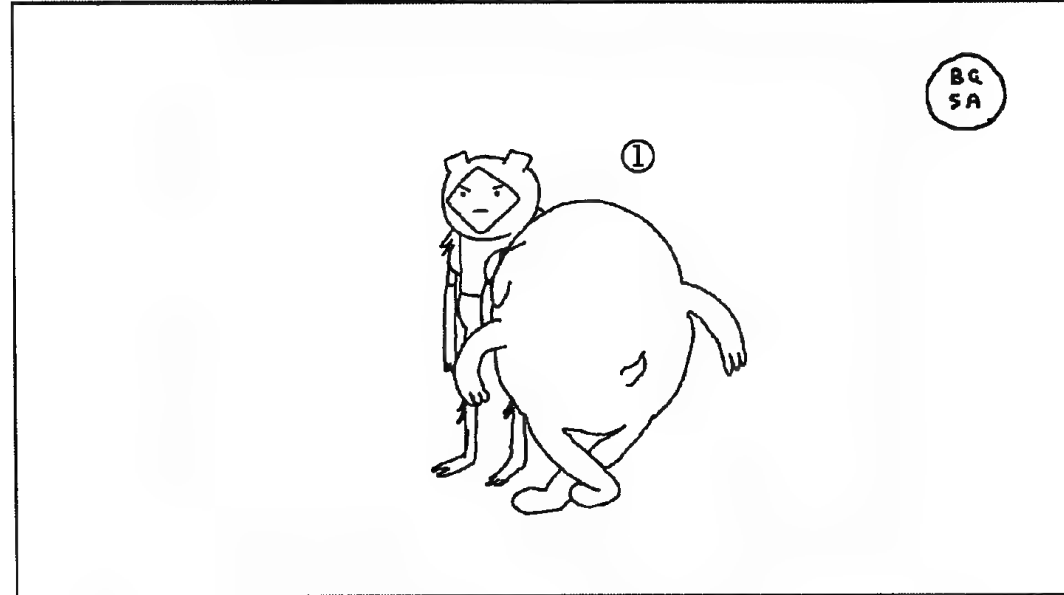
day night



Sc. 125 *CONT* Pnl. 2 B

Bg.

day night



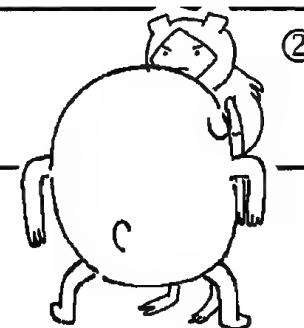
Dialog:

*Q*(CONT) AND THEY --

*Q*(CONT) HAVE TO --

Action:

Timing:



FEB 25 2016

EPISODE # 1042-248

1042 248

Production :

1042 248

# ADVENTURE TIME



Page **236**

Sc. 125 **CONT** Pnl. 2 **C**

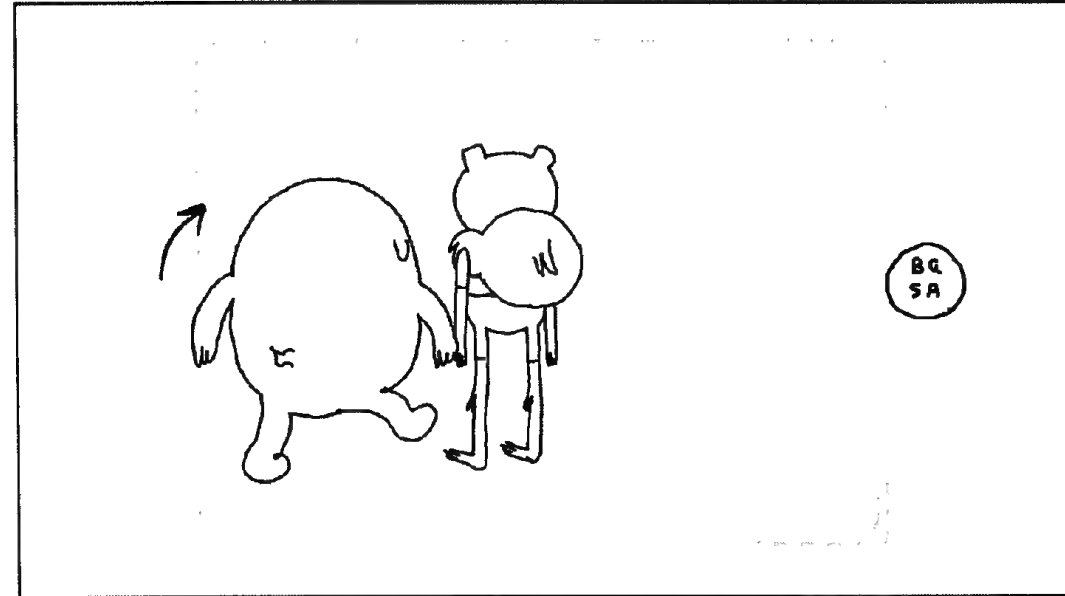
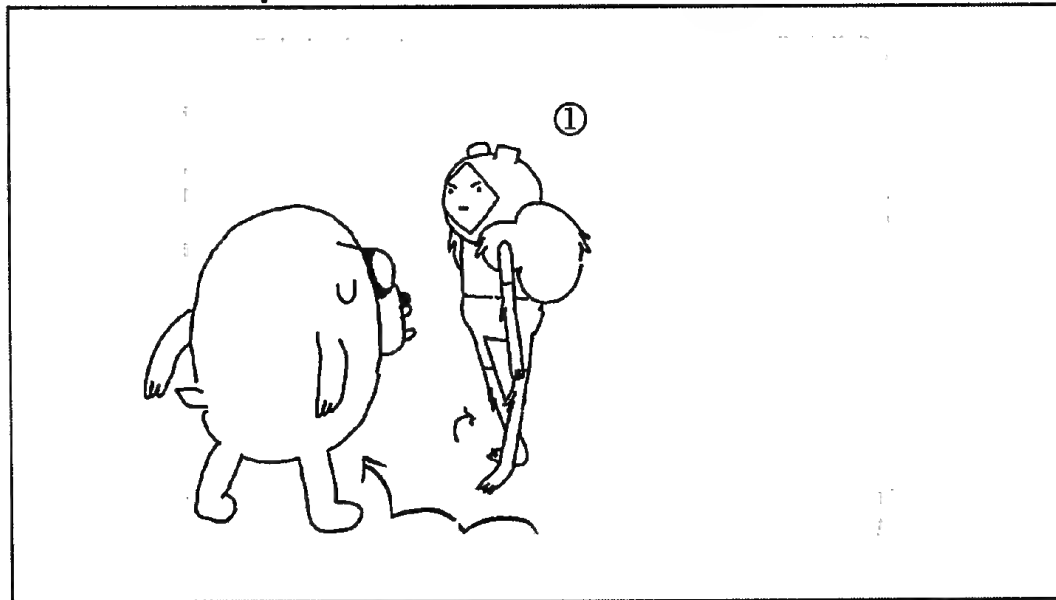
Bg.

day night

Sc. 125 **CONT** Pnl. 2 **D**

Bg.

day night



Dialog:

① (com) LOOK IN YOUR -- HEY!  
They have to take a look in your eyes!

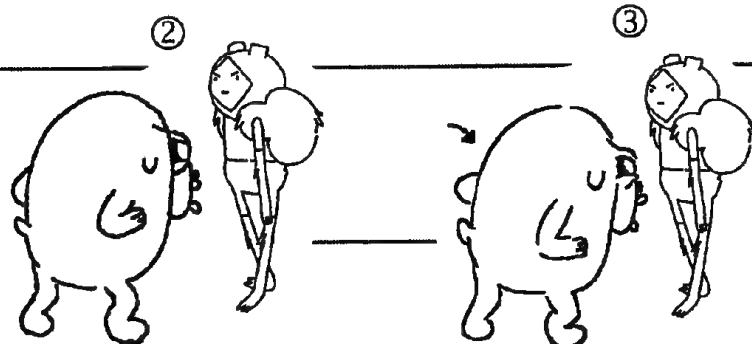
② TAKE MY ANGER --

Action:

-J. CONTINUES CIRCLING SHIFTING G.F.

FEB 25 2016

Timing:



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EPISODE #

1042 248

Production :

1042 248

# ADVENTURE TIME



Page 232

Sc. 125 *CONT* Pnl. 2 E

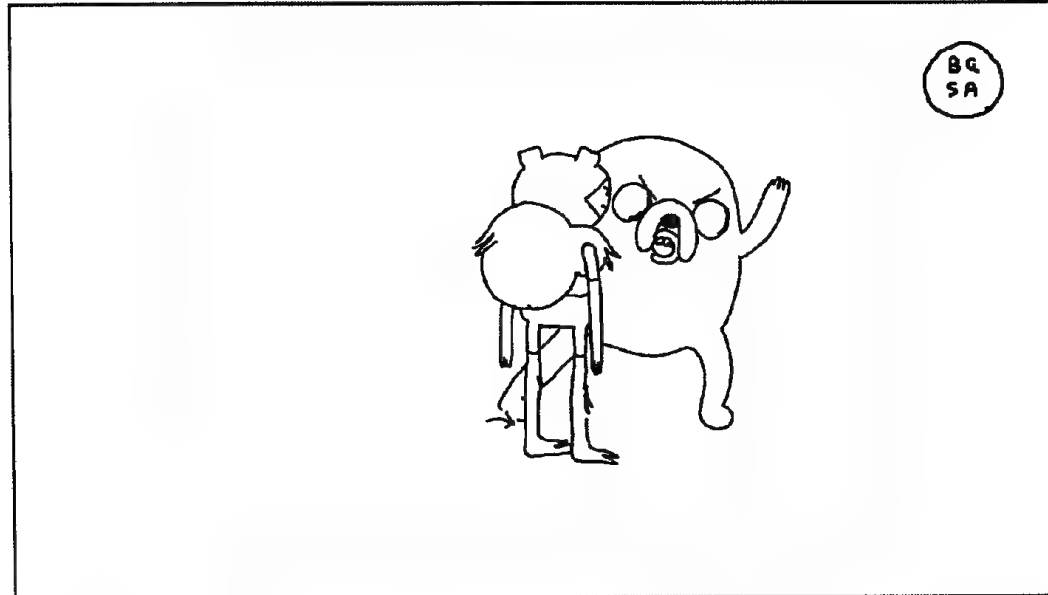
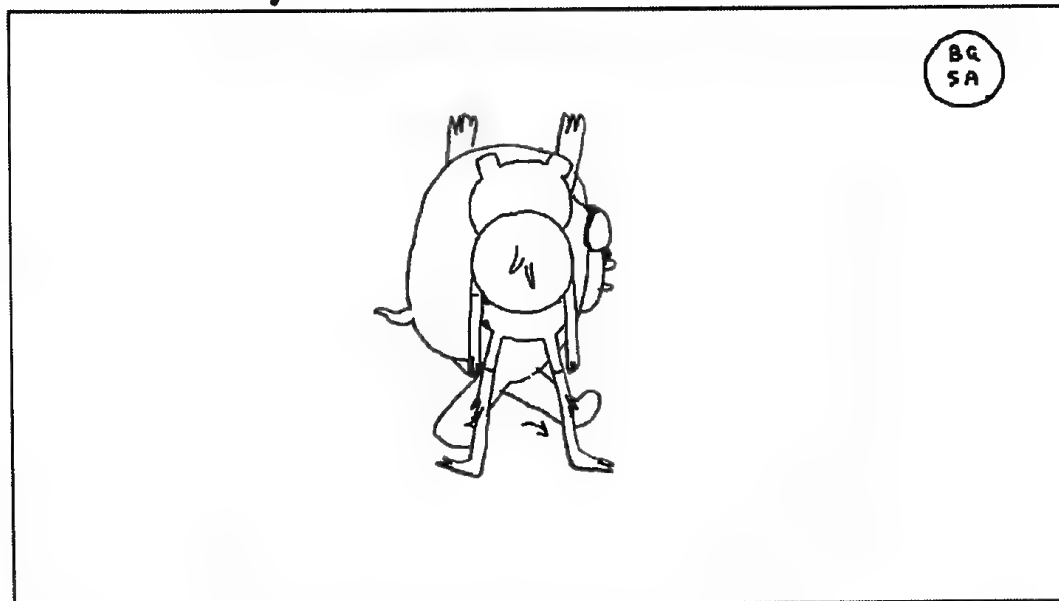
Bg.

day night

Sc. 125 *CONT* Pnl. 2 F

Bg.

day night



Dialog:

① (CONT) INTO YOUR FACE.

① YOU'RE A --

Action:

FEB 25 2016

Timing:

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1042 248

Production :

1042 248

# ADVENTURE TIME



Page 238

Sc. 125 *cont*

Pnl. 2 G

Bg.

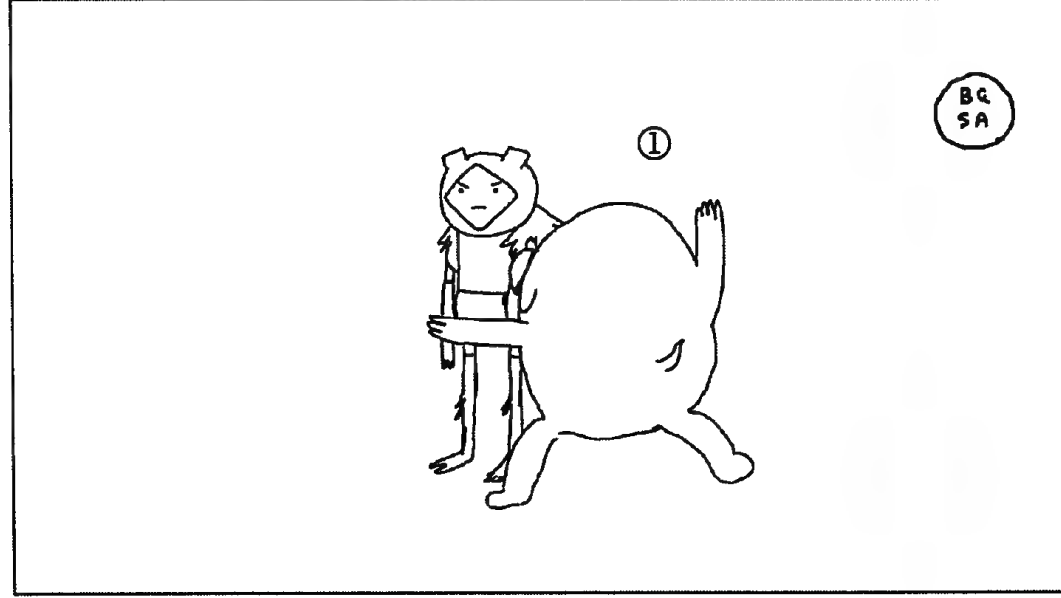
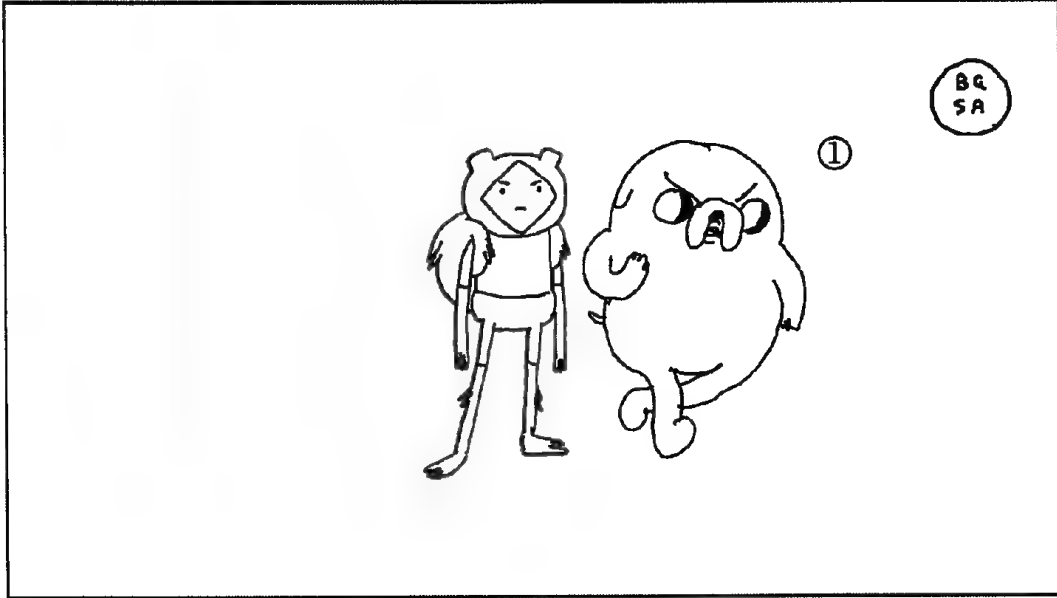
day night

Sc. 125 *cont*

Pnl. 2 H

Bg.

day night

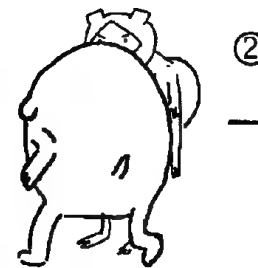


Dialog:

① (cont) FRAUD.

① YOU THINK -

Action:



FEB 25 2016

Timing:

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EPISODE #

1042 248

Production :

1042 248

# ADVENTURE TIME



Page 239

Sc. 125 *cont*

Pnl. 21

Bg.

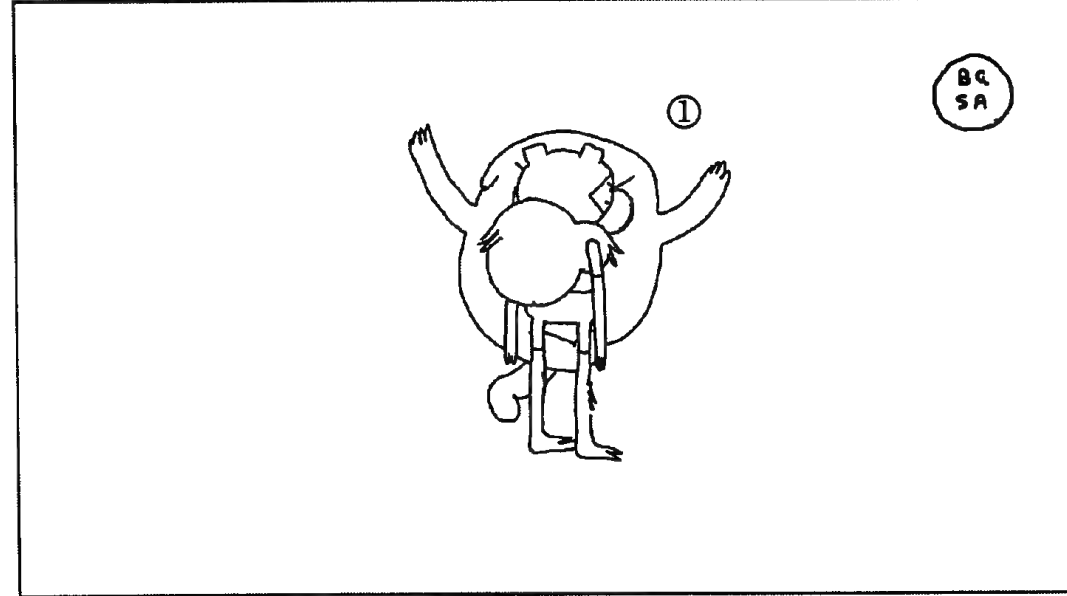
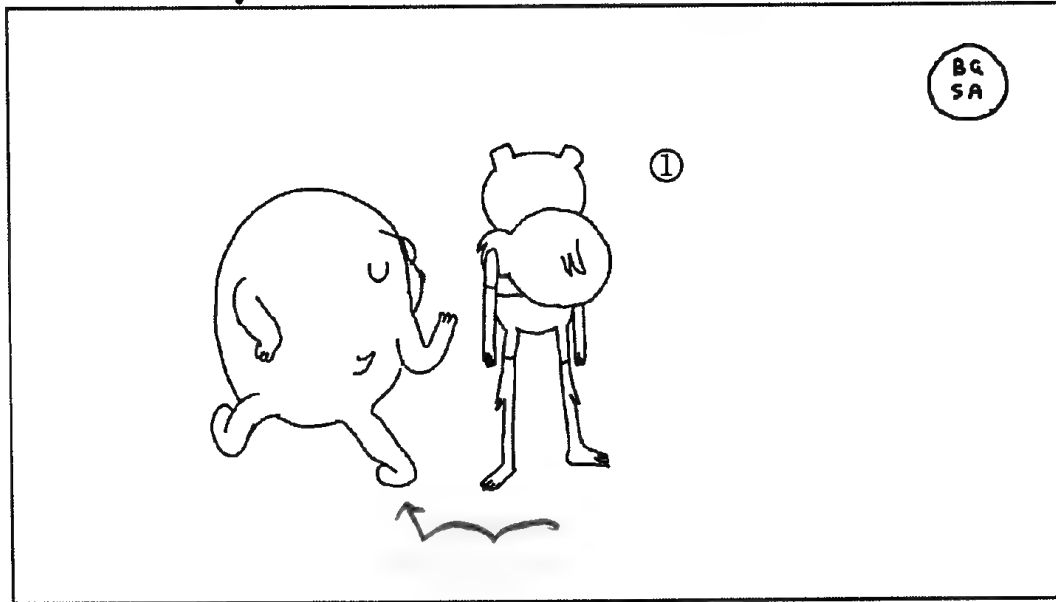
day night

Sc. 125 *cont*

Pnl. 22

Bg.

day night



Dialog:

①/(CONT) YOU CAN -

①/(CONT) FAKE JAKE ?

Action:



Timing:



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Production :

1042 248

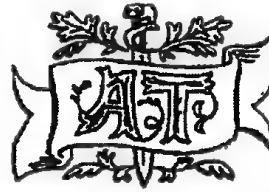
1042 248



1042 248

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# ADVENTURE TIME



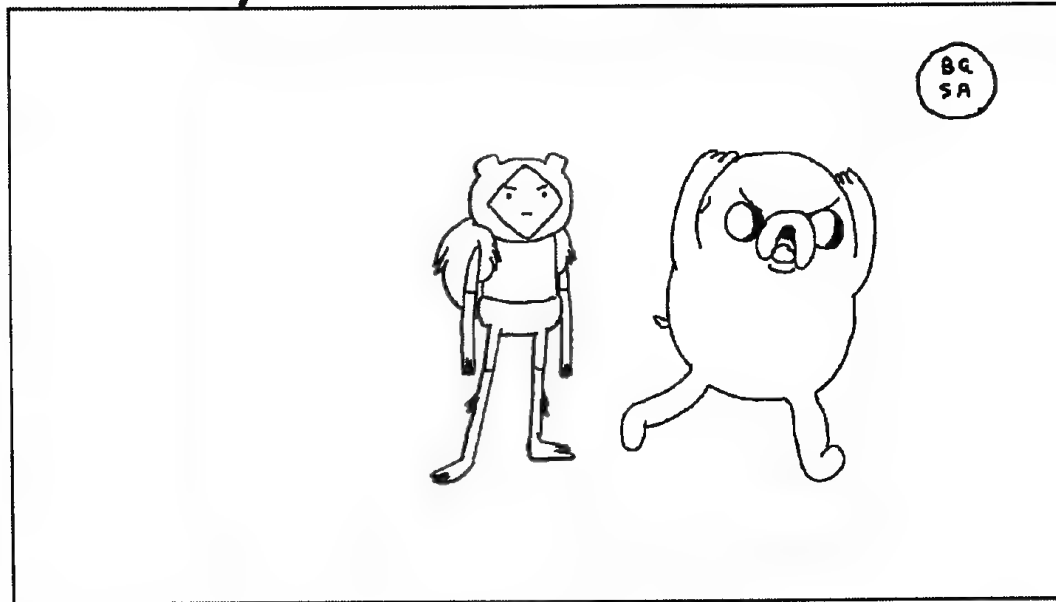
Page 240

Sc. 125 *CONT*

Pnl. Z K

Bg.

day night

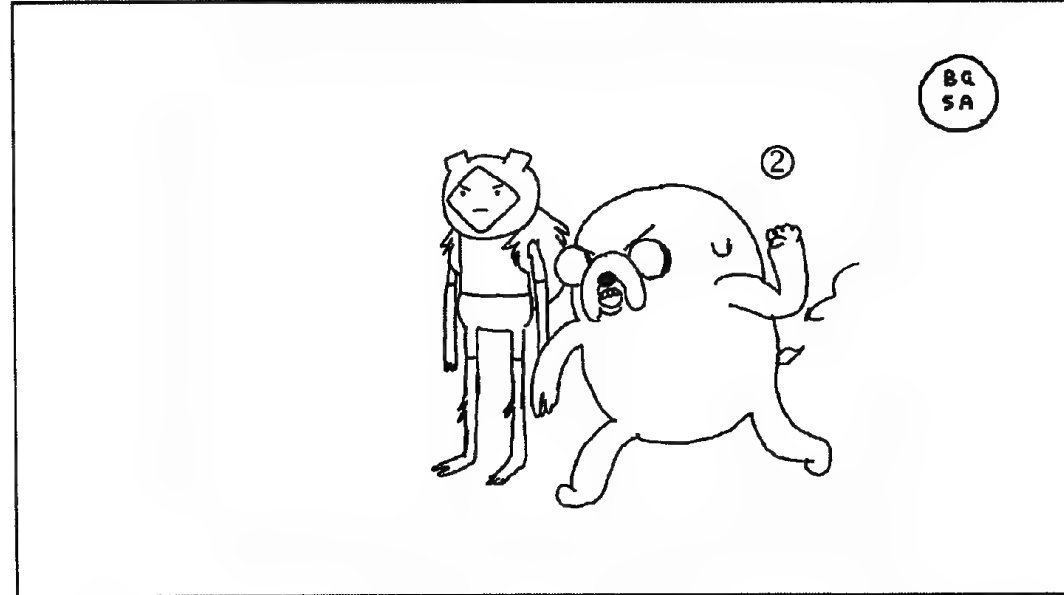


Sc. 125 *CONT*

Pnl. Z L

Bg.

day night



Dialog:

Q/ CAN'T FAKE -

Q/(CONT) JAKE !

Action:

Timing:



FEB 25 2016

Production :

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# ADVENTURE TIME



Page 241

Sc. 125 *cont*

Pnl. 2 M

Bg.

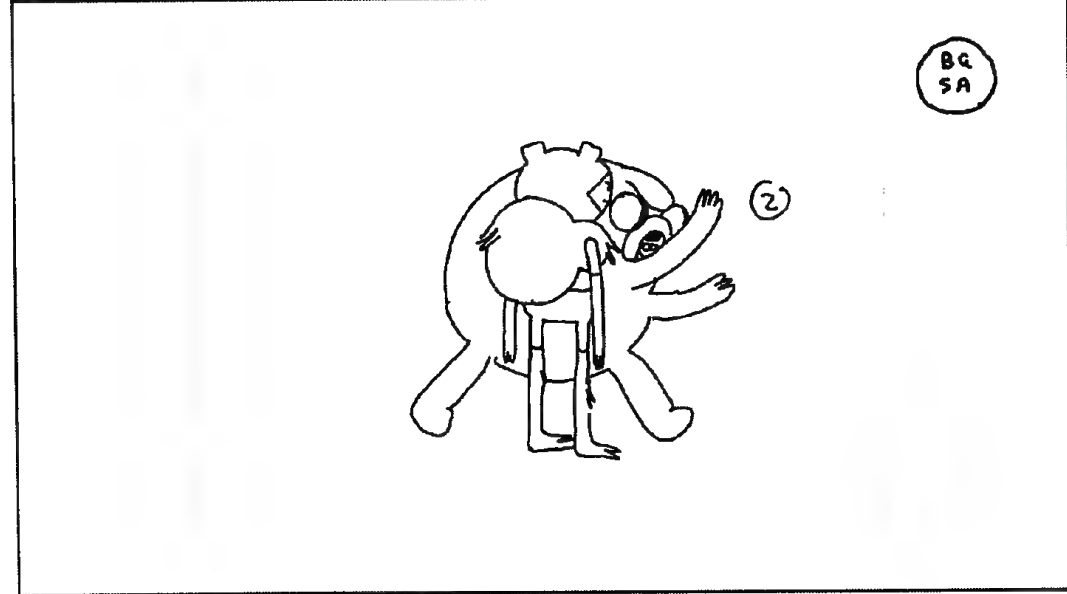
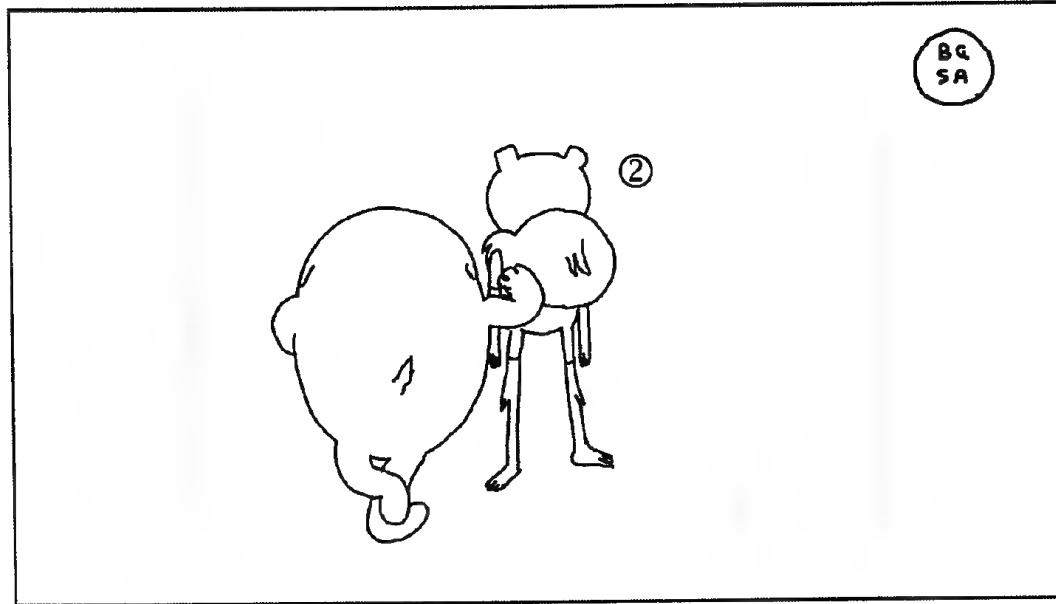
day night

Sc. 125 *cont*

Pnl. 2 N

Bg.

day night



Dialog:

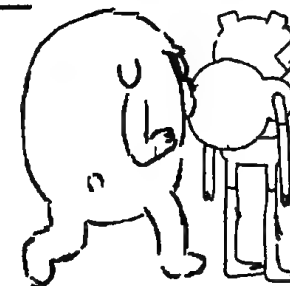
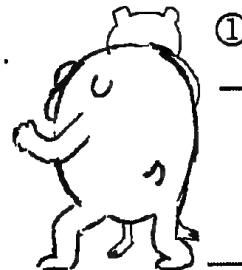
① CAKE ! RAKE !

Action:

-JAKE

SLAPS HAND WITH  
EACH EXCLAMATION.

Timing:



① LAKE ! HAMBURGER



FEB 25 2016

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Production :

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# ADVENTURE TIME



Page 242

Sc. 125 *CONT*

Pnl. 20'

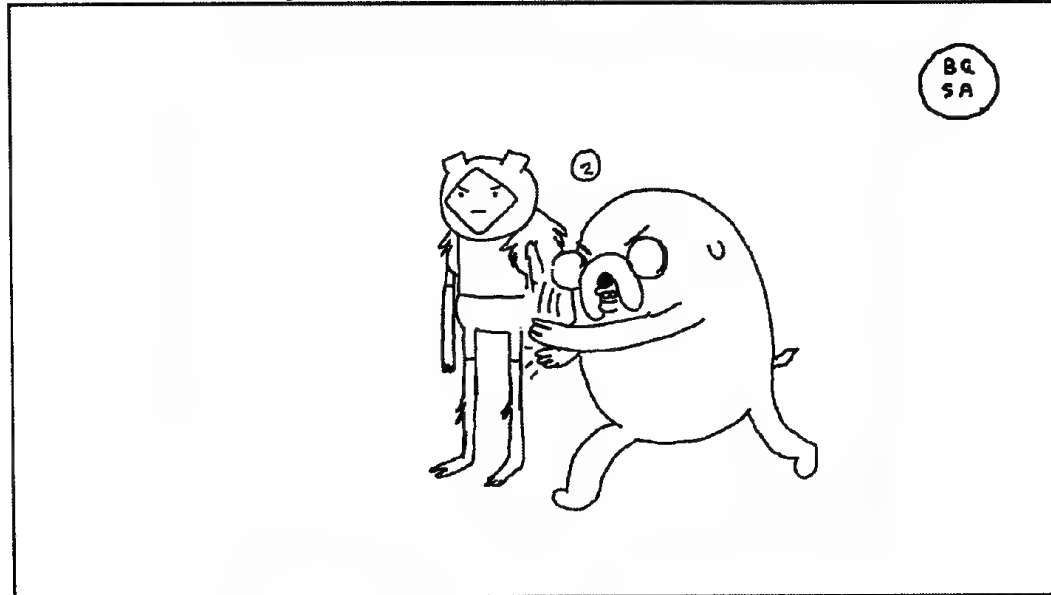
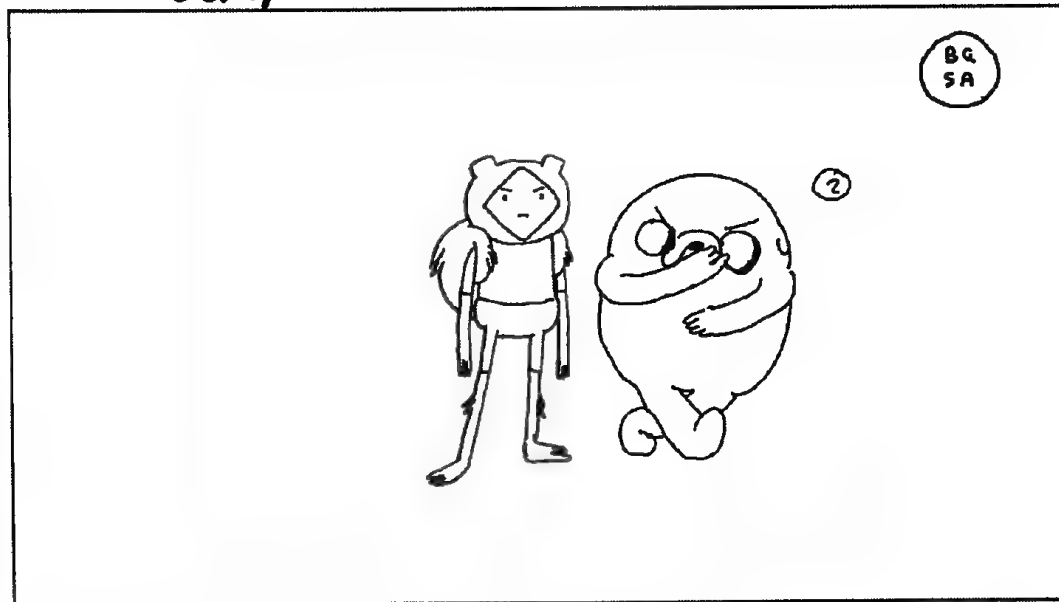
Bg.

day night

Sc. 125 *CONT* Pnl. 2 P

Bg.

day night



Dialog:

Q/(CONT) STEAK!

Q/ GARTER SNAKE!

Action:

Timing:



FEB 25 2016

Production :

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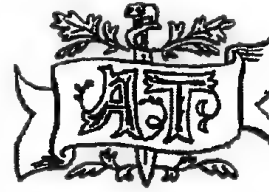
1042 248

1042 248

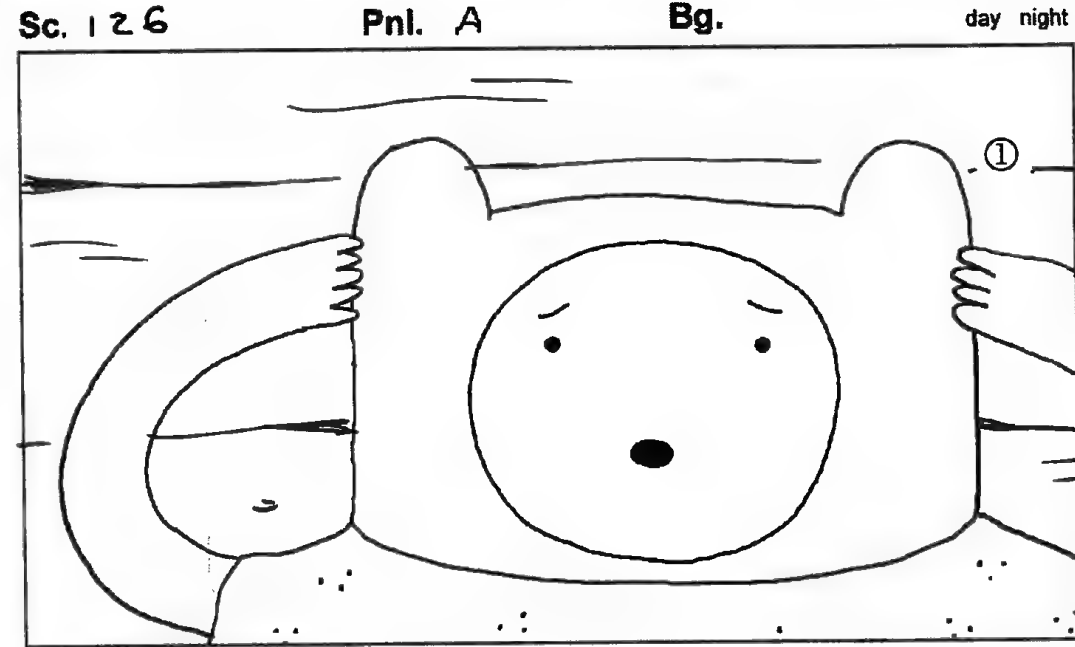
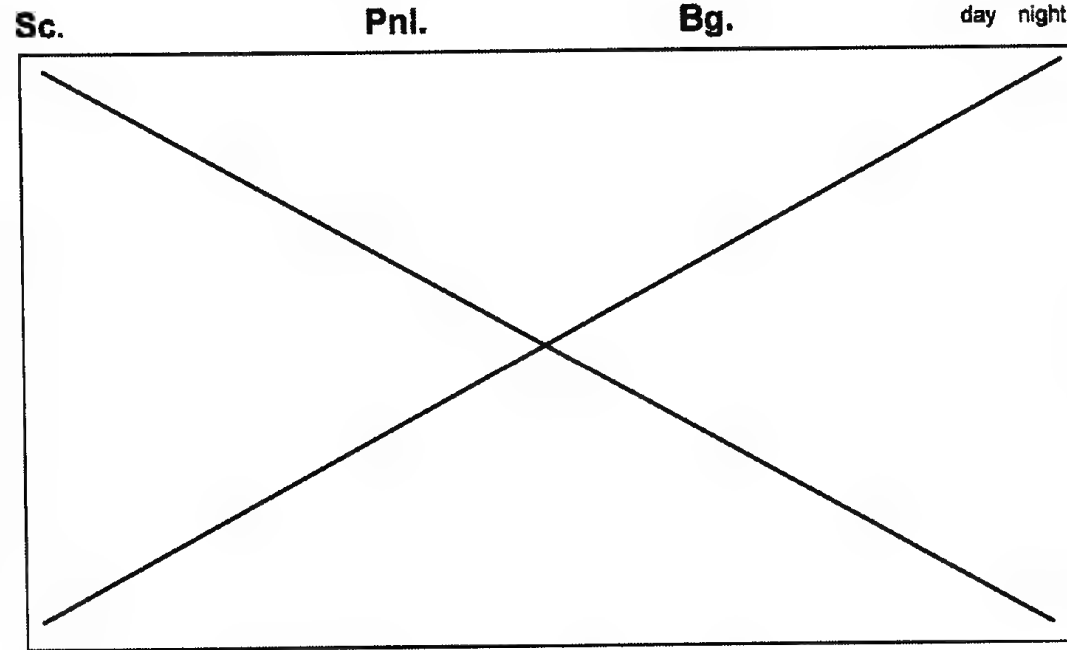
1042 248

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# ADVENTURE TIME



Page 243



Dialog:	Finn: Oh man! Oh man!
Action:	
Timing:	

FEB 25 2016

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EPISODE # 1042-248

Production :

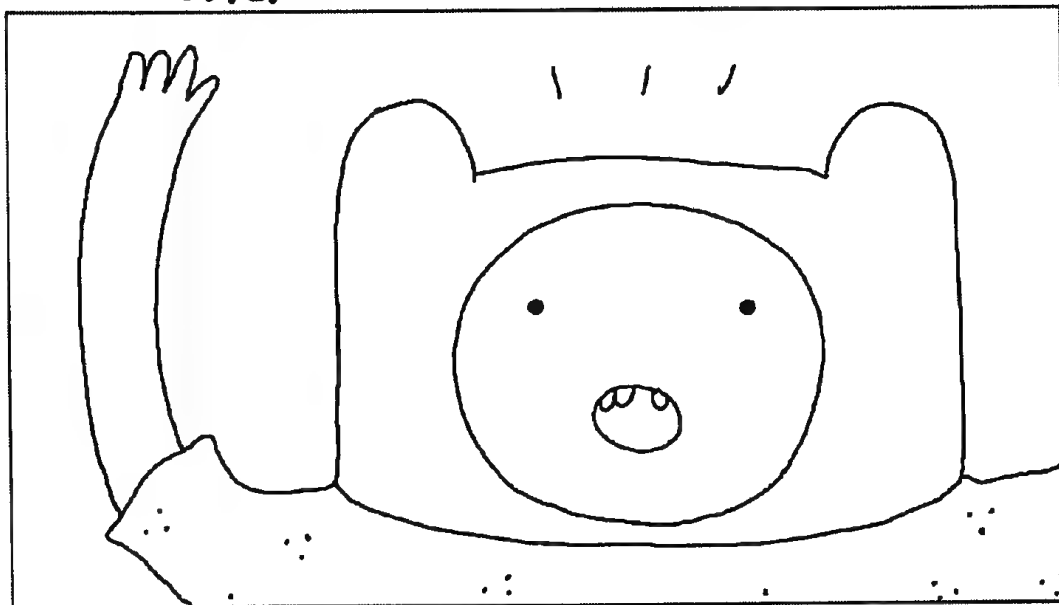
1042 248

# ADVENTURE TIME

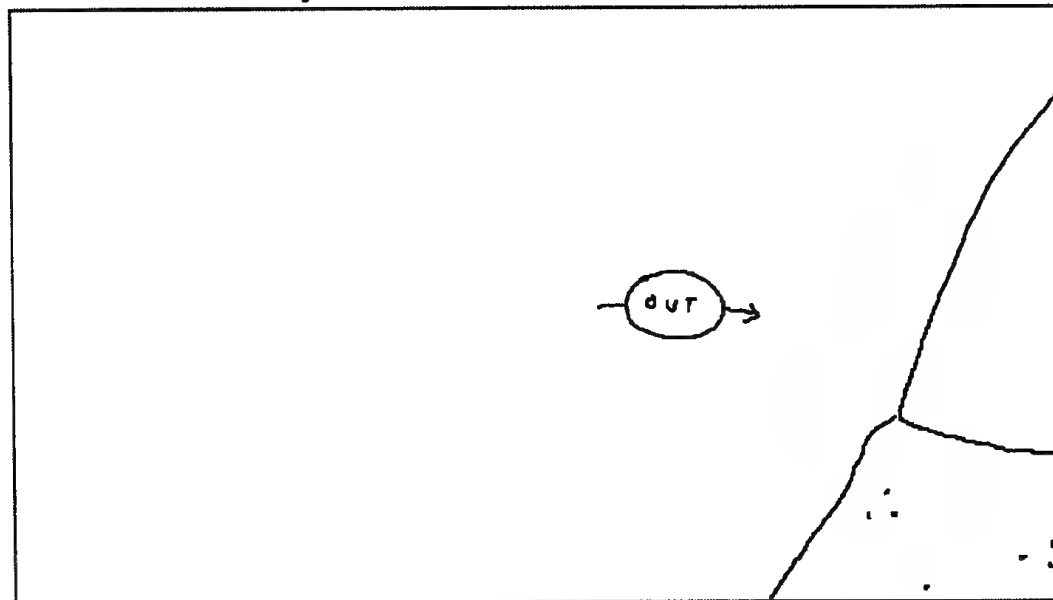


Page **244**

Sc. **126 CONT** Pnl. **B** Bg. day night



Sc. **126 CONT** Pnl. **C** Bg. day night



Dialog:

**F/ OH! IDEA!**

Action:

**-F. RUNS OFF/S.**

**FEB 25 2016**

Timing:

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**Production :**

**1042 248**

1042 248

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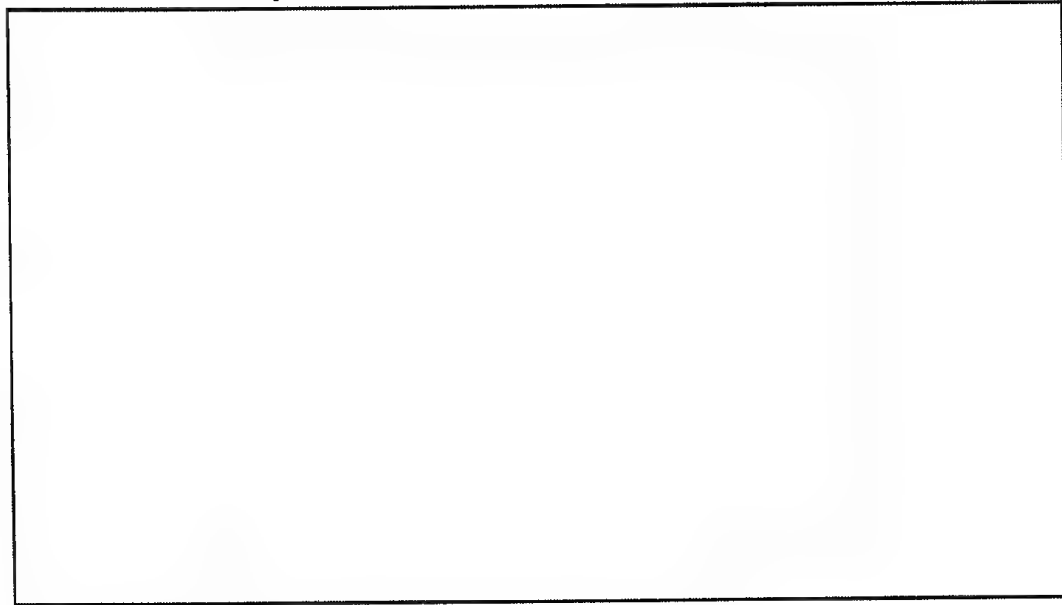
# ADVENTURE TIME



Sc. 126 *cont* Pnl. 0

Bg.

day night

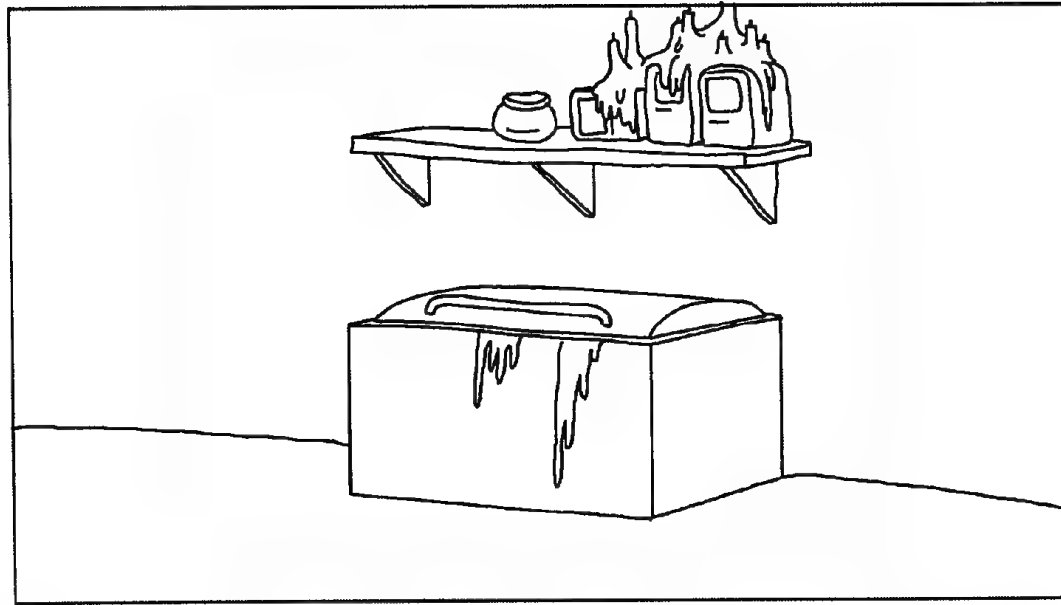


Sc. 127

Pnl. A

Bg.

day night



Dialog:	(SFX) * RUNNING DOWN STEPS. *		
Action:	SFX	STRADDLES	BOTH
Timing:	SCENES		

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EPISODE #

Production :

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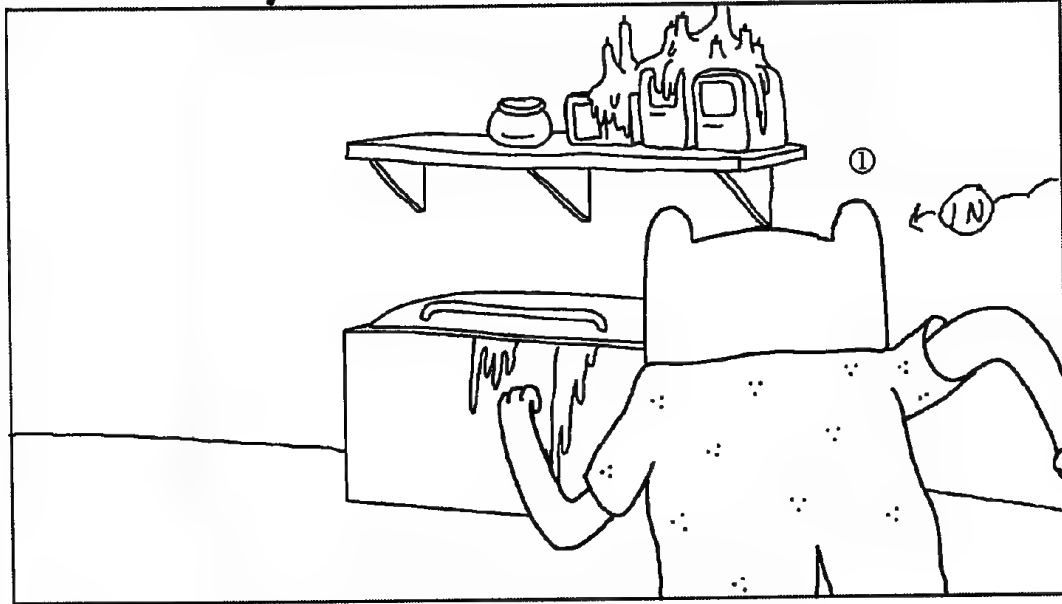
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# ADVENTURE TIME

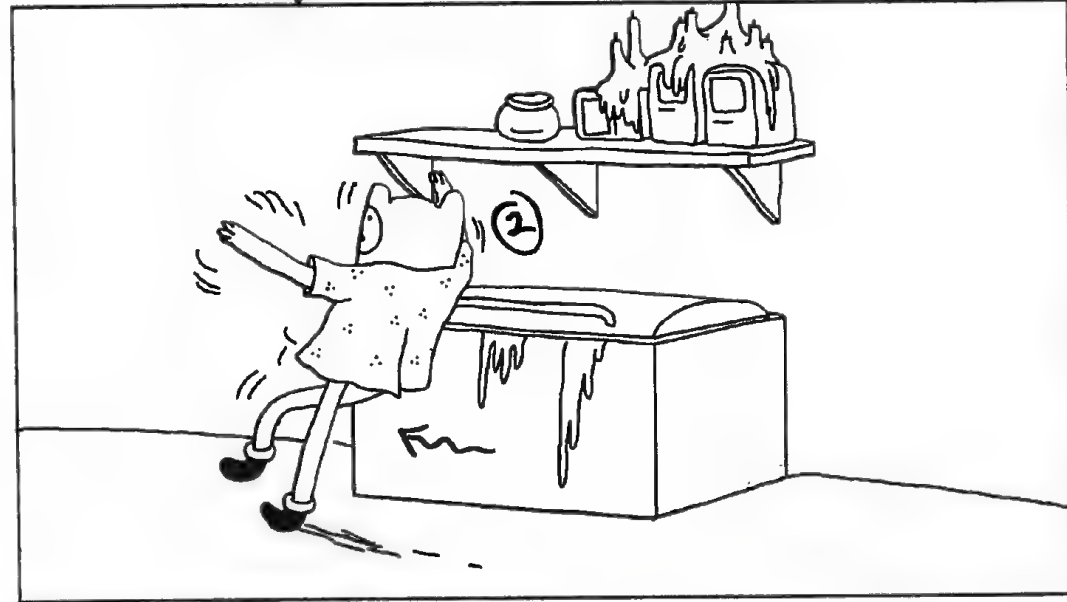


Page 246

Sc. 127 *CONT* Pnl. B Bg. day night



Sc. 127 *CONT* Pnl. C Bg. day night

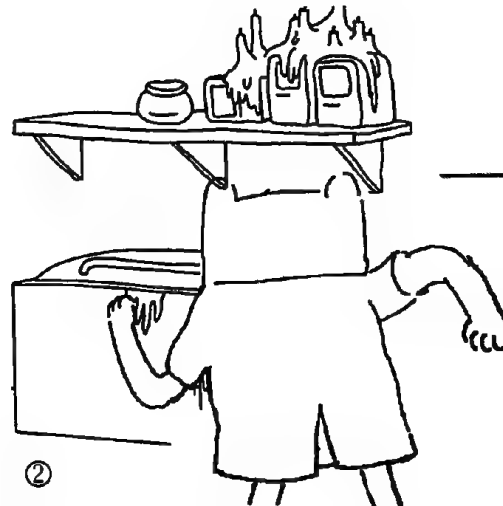


Dialog:

Action:

- F. RUNS ON/S.

Timing:



- F. SLIDES TO A STOP



FFB 2 5 2016

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# ADVENTURE TIME

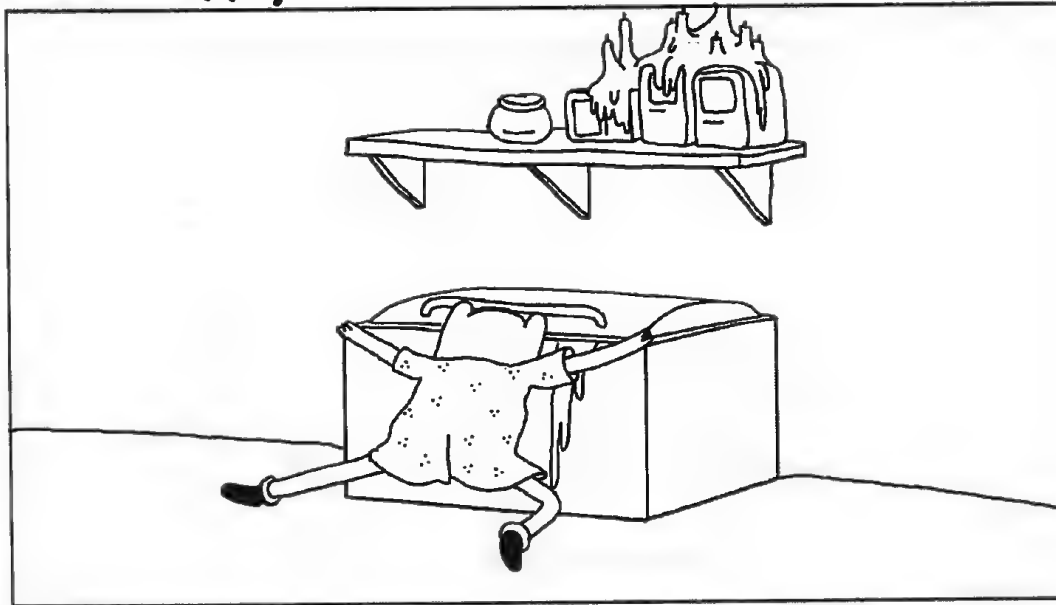


Page 247

Sc. 127 *cont* Pnl. D

Bg.

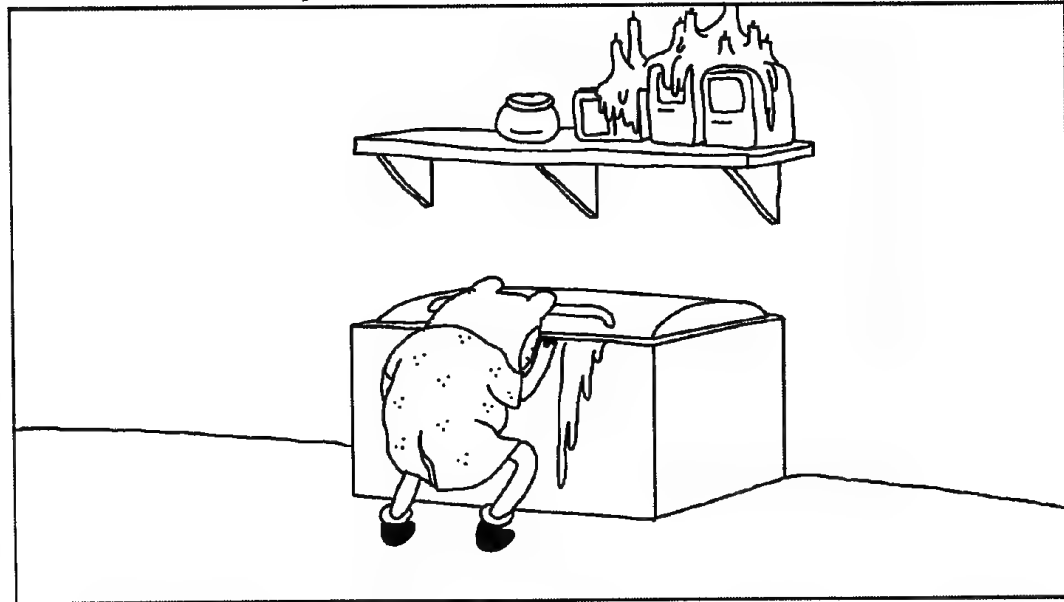
day night



Sc. 127 *cont* Pnl. E

Bg.

day night



Dialog:

Action:

FEB 25 2016

Timing:

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Production :

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# ADVENTURE TIME



Page **248**

Sc. 127 *cont* Pnl. F

Bg.

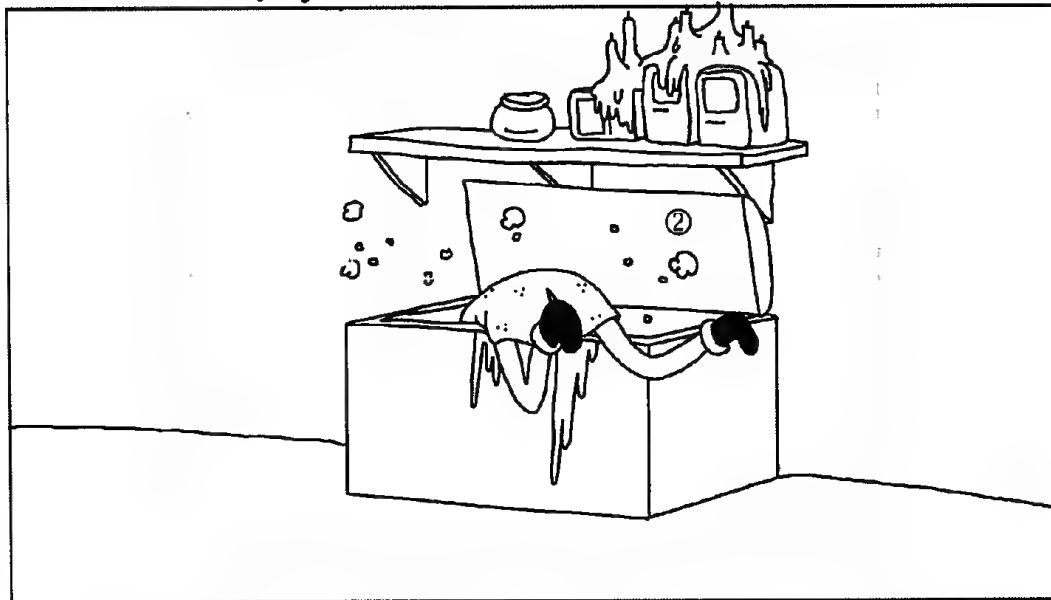
day night



Sc. 127 *cont* Pnl. G

Bg.

day night



Dialog:

SFX:  
\* CHUNK \*

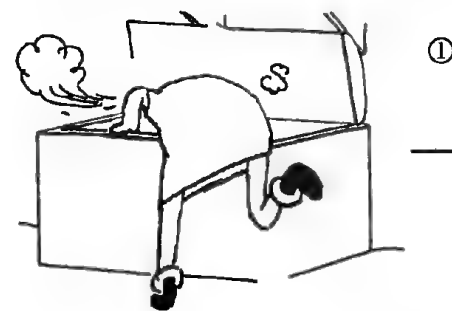
FEB 25 2016

Action:

- F THROWS OPEN FRIDGE,

- F. LEANS INSIDE.

Timing:



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# ADVENTURE TIME



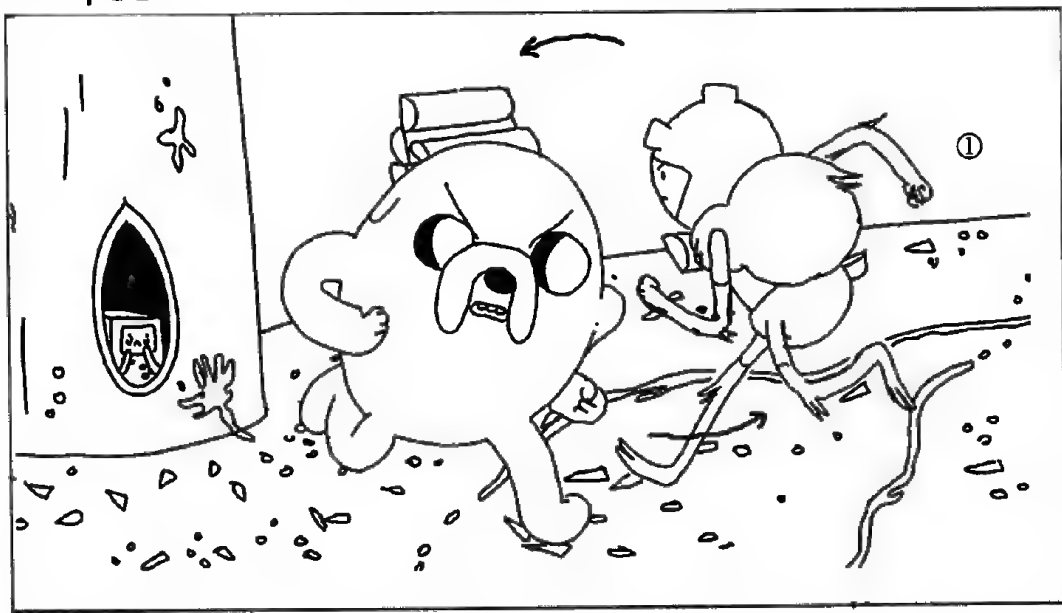
Page 249  
**NOPE 250**  
day night

Sc. 128

Pnl. A

Bg.

day night

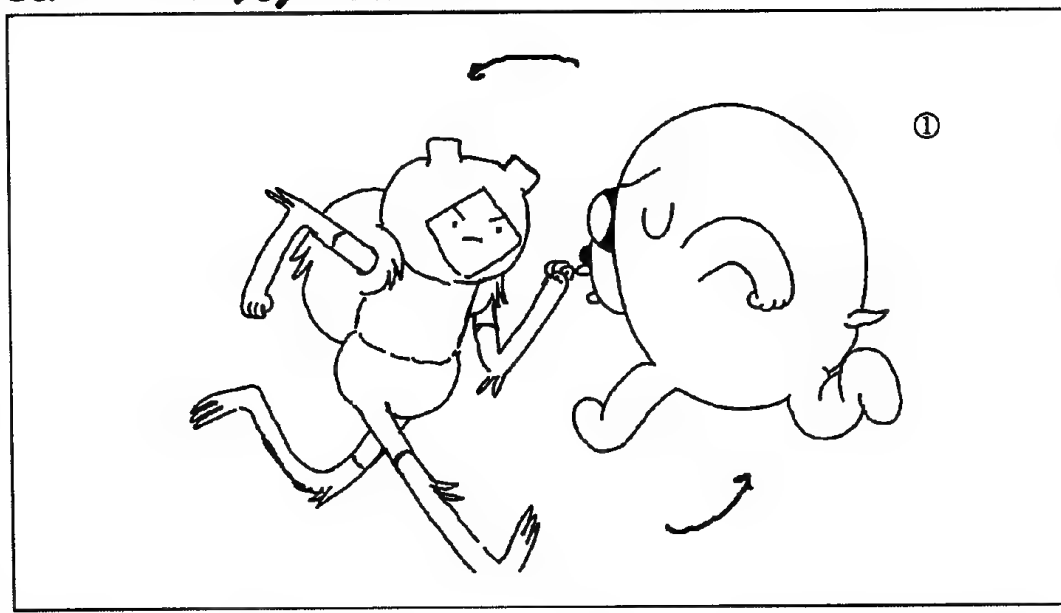


Sc. 128

*can't*

Pnl. B

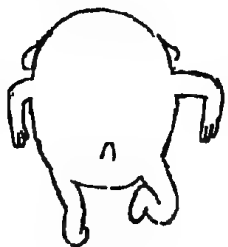
Bg.



Dialog:

① ( HUFF HUFF ) You're a Chum-Bait!

Action:



-GF + J. CIRCLE EACH OTHER

( A B A B A B ) etc.



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②

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Production :

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# ADVENTURE TIME



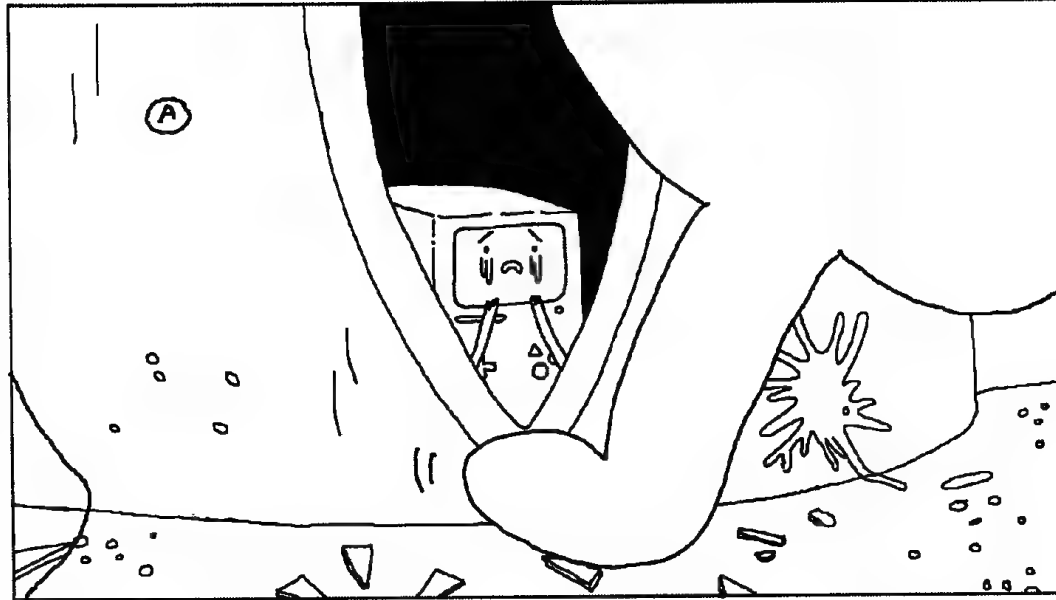
Page 251

Sc. 129

Pnl. A

Bg.

day night



Sc. 129 *CONT*

Pnl. B

Bg.

day night



Dialog:

*BMD* / WAKE NO!

Action:

*A B A B A B* etc.

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Timing:

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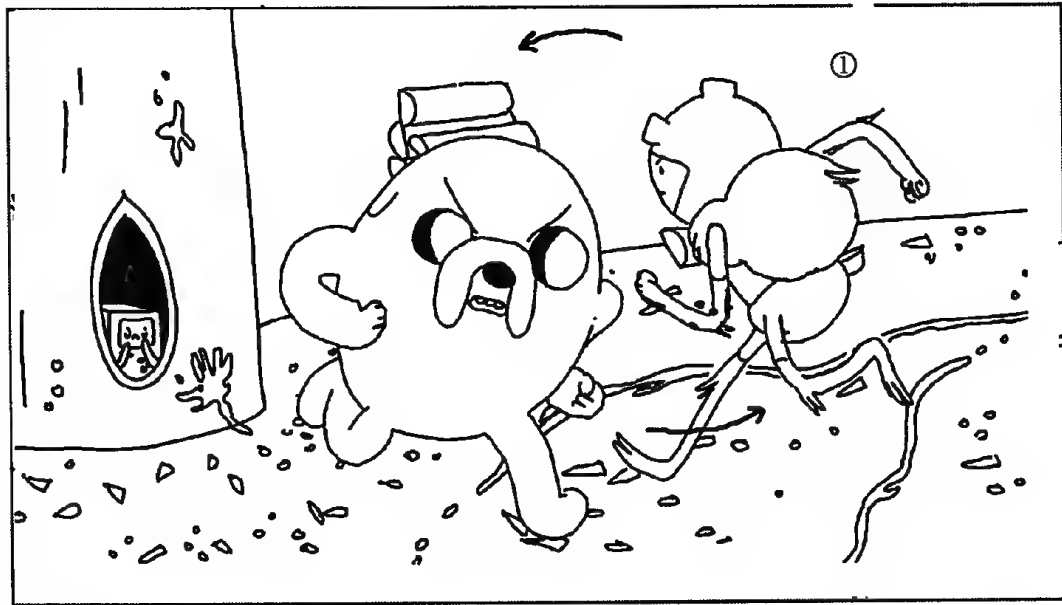
Page **252**  
**NO PG-253**  
day night

Sc. 130

Pnl. A

Bg.

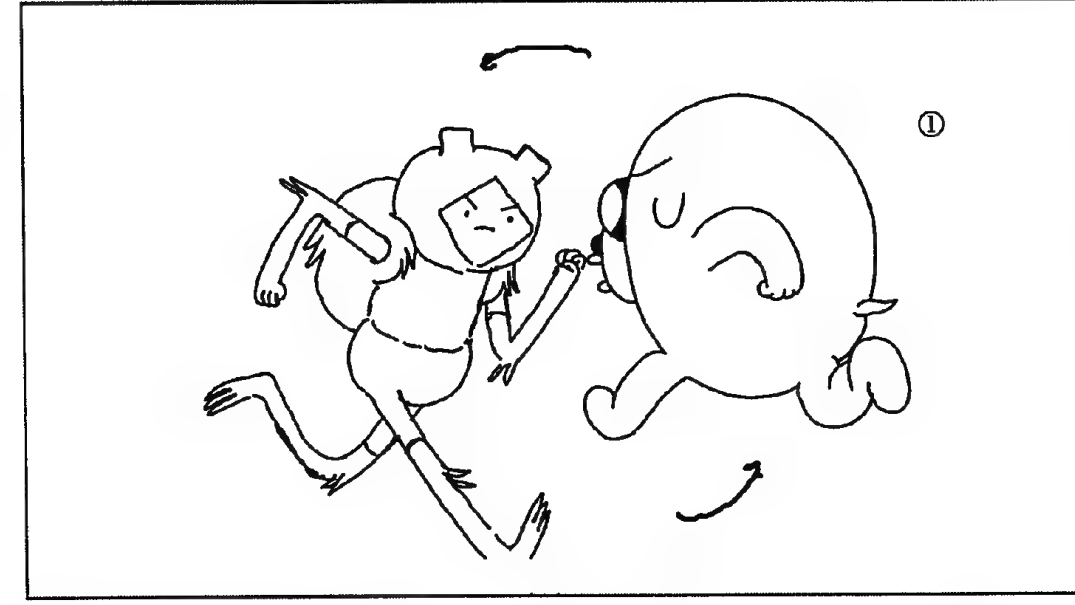
day night



Sc. 130 *CONT*

Pnl. B

Bg.



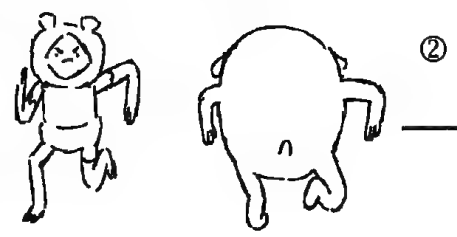
Dialog:

Q IT'S FOR FISHING, BMO!  
IT'S SOMETHING THAT FISHERMEN  
USE!

J/ and he is one! He's a Chum-Bait!

F (os)/ Hey!

Action:



②



② FEB 25 2016

Timing

1042-248  
EPISODE #

1042 248

Production :

1042 248

1042 248

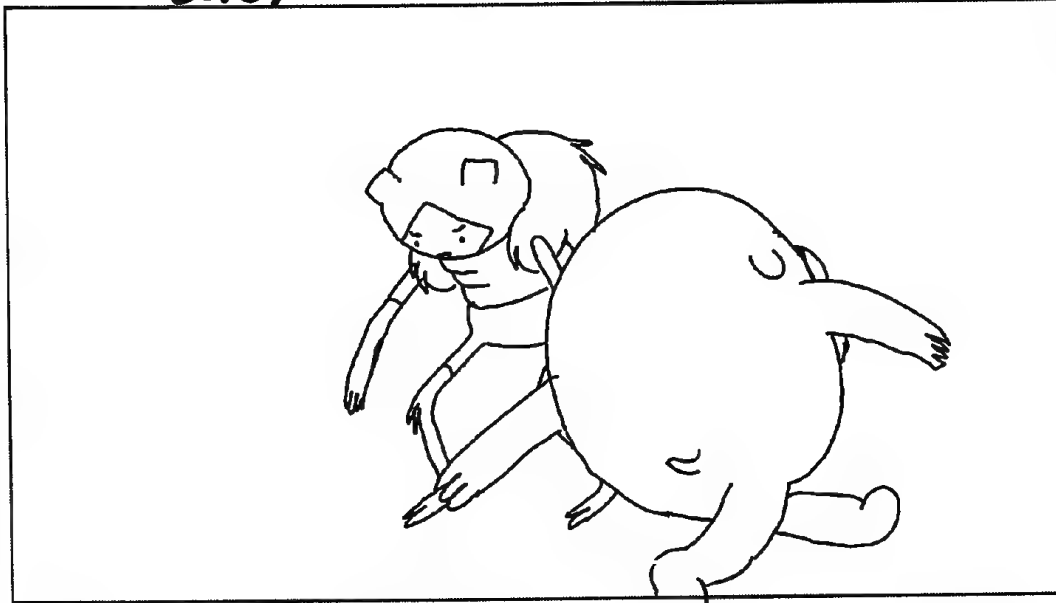
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# ADVENTURE TIME

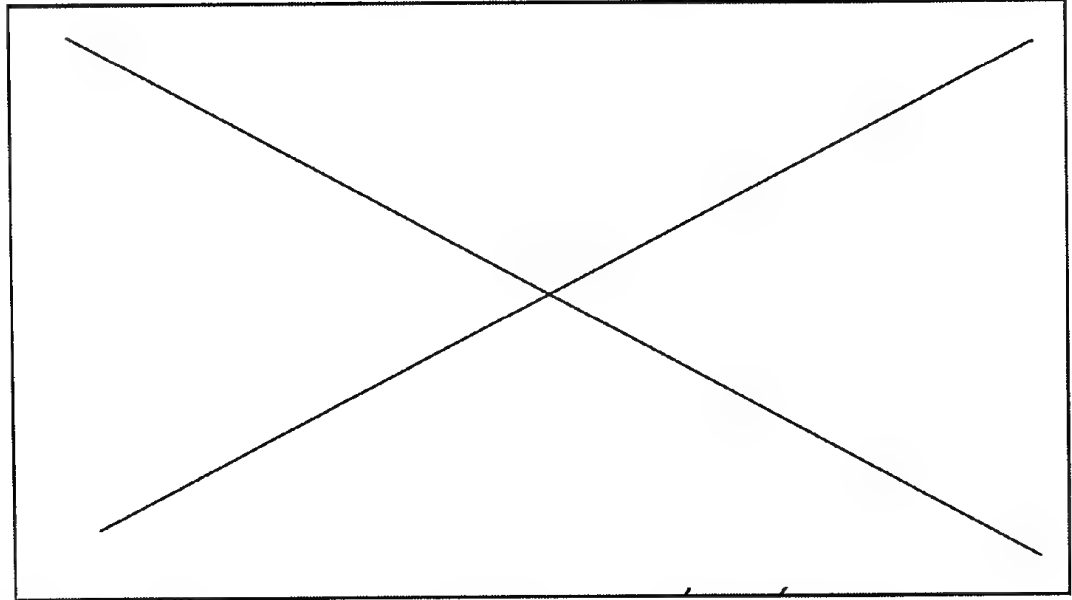


Page 254

Sc. 130 *CONT* Pnl. *C* Bg. day night



Sc. Pnl. Bg. day night



Dialog:

Action:

-GF+J. STOPPING

FEB 25 2010

Timing:

1042-248

EPISODE #

1042 248

Production :

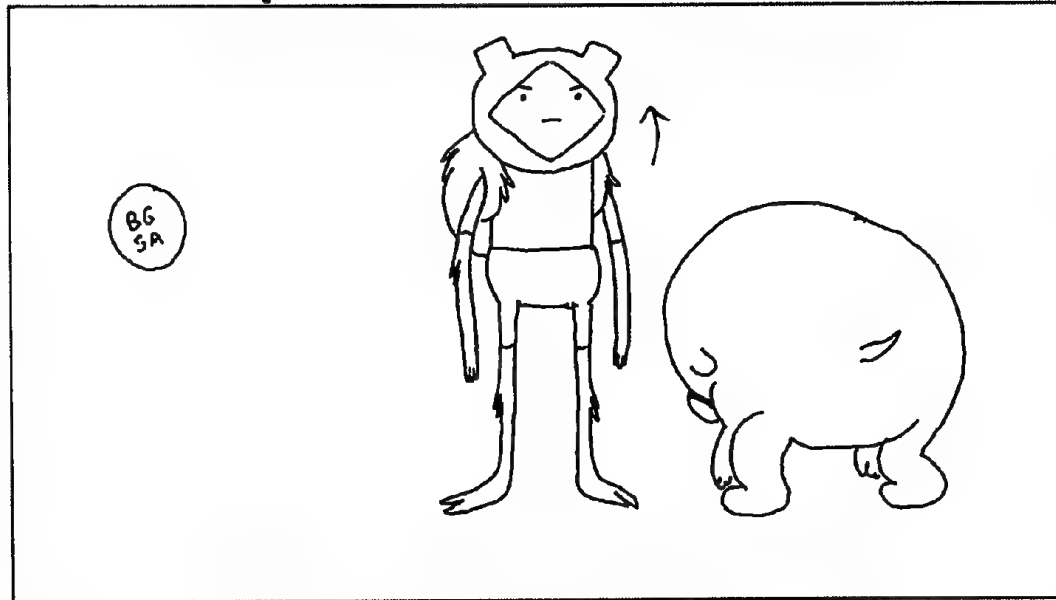
1042 248

# ADVENTURE TIME

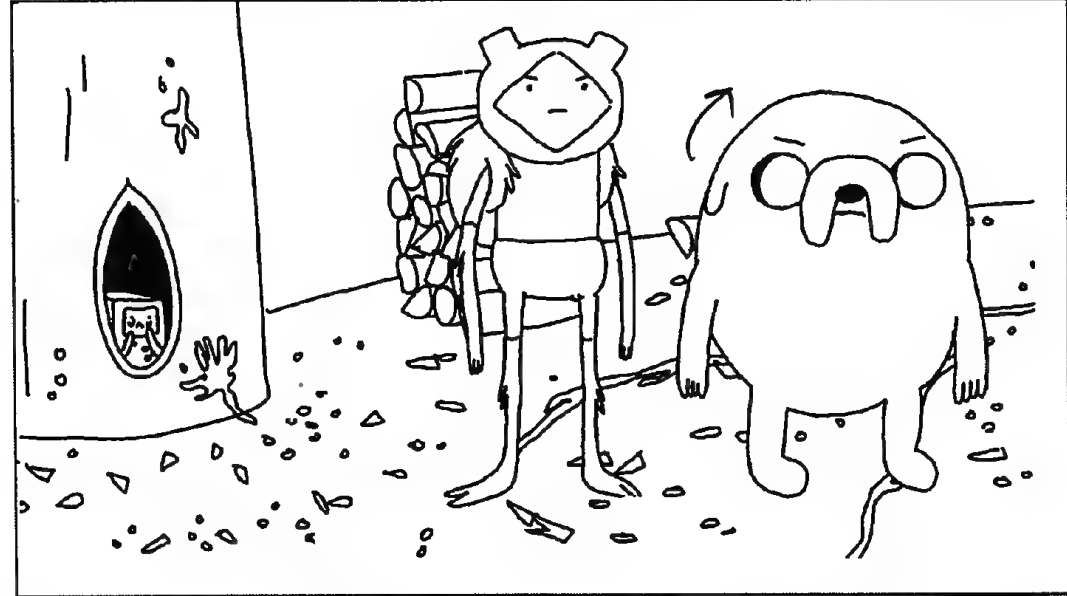


Page **259**

Sc. 13<sup>0</sup> **CONT** Pnl. D Bg. day night



Sc. 13<sup>0</sup> **CONT** Pnl. E Bg. day night



Dialog:	
Action:	- GF LOOKS UP.
Timing:	- J. TURNS TO LOOK AT F.

FEB 25 2016

EPISODE # 1042-248

Production :

1042 248

1042 248



# ADVENTURE TIME

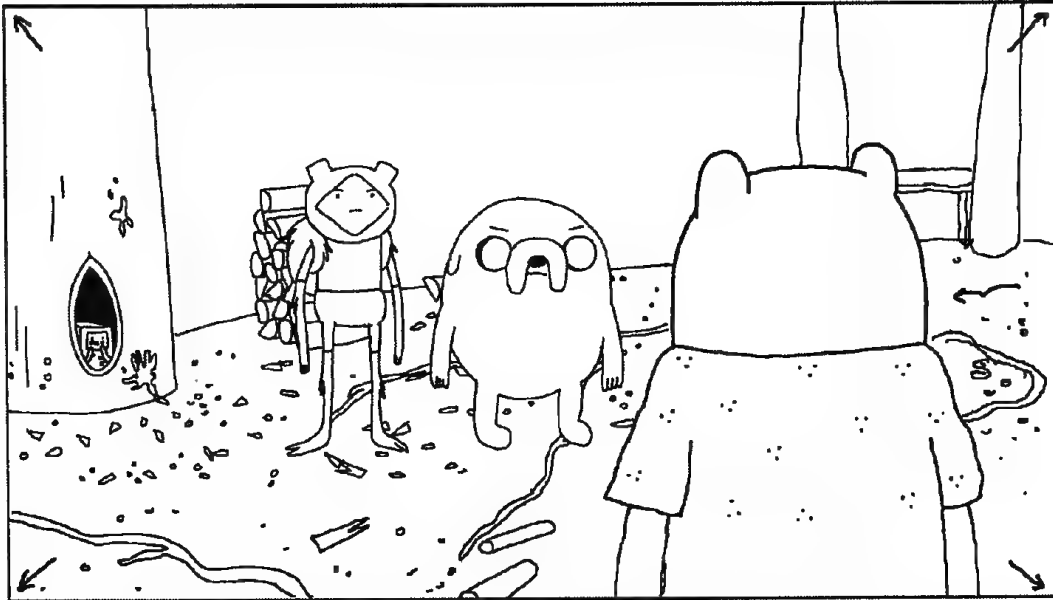


Page **256**

Sc. 130 **cont** Pnl. F

Bg.

day night

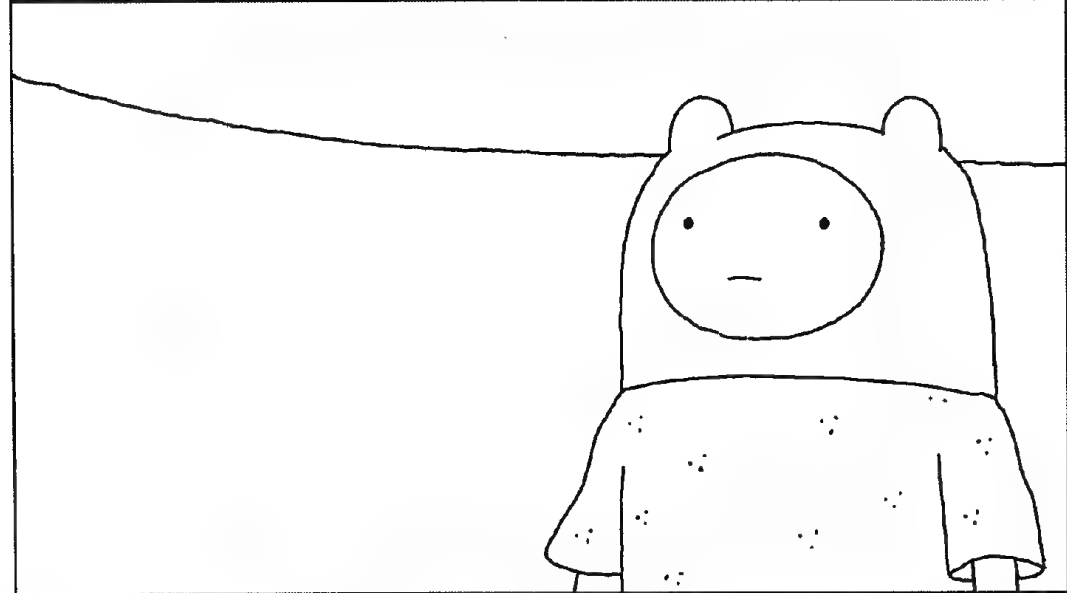


Sc. 131

Pnl. A

Bg.

day night



Dialog:

Action:

-TRUCK OUT TO INCLUDE FINN.

FEB 25 2016

Timing:

1042-248

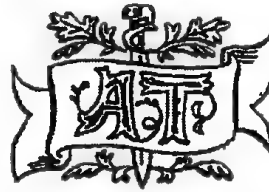
EPISODE #

1042 248

Production :

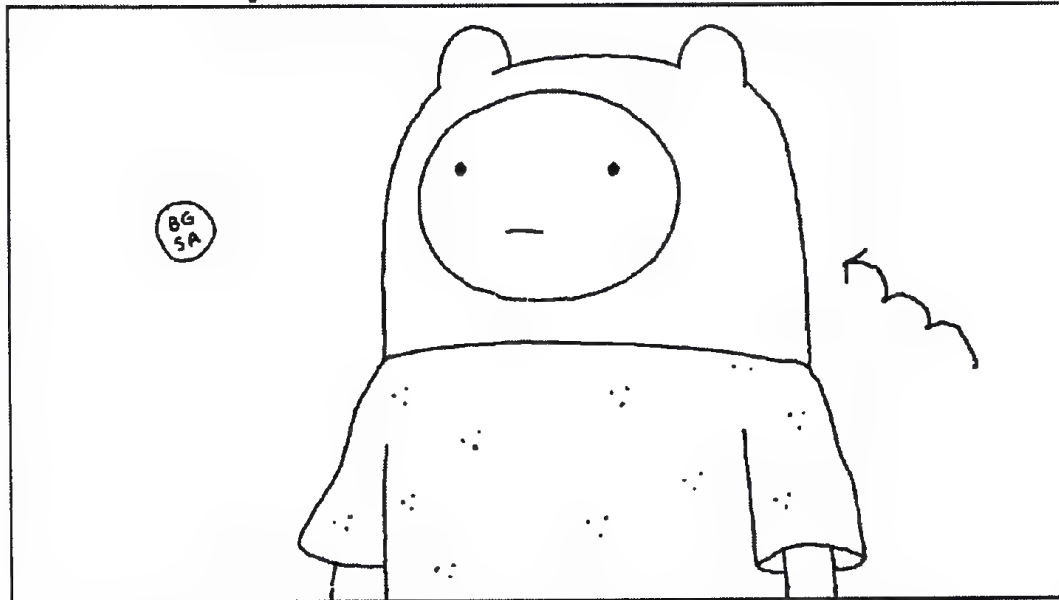
1042 248

# ADVENTURE TIME

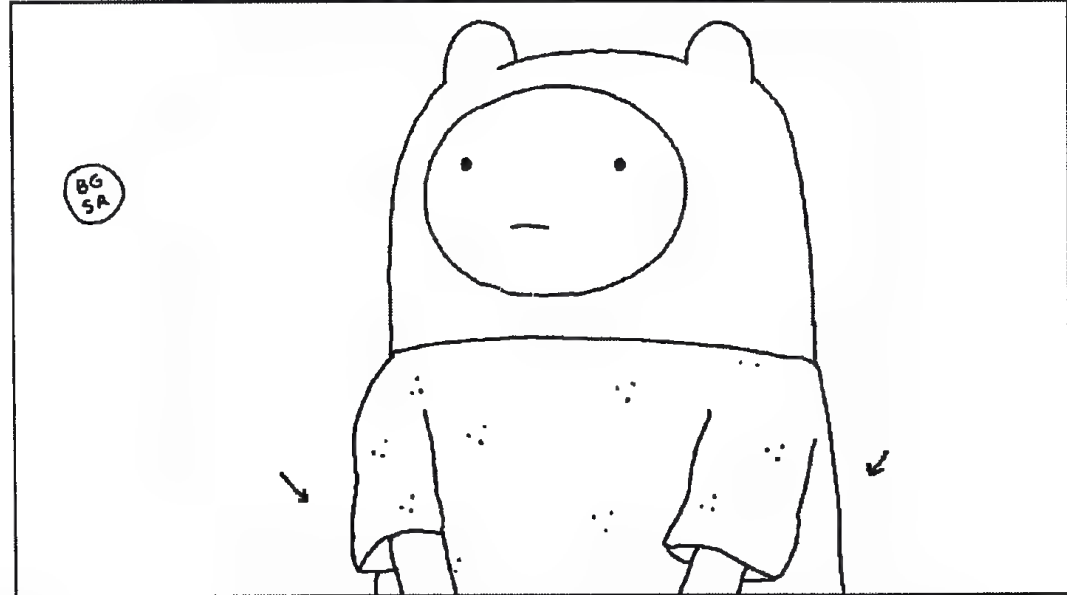


Page 257

Sc. 131 *CONT* Pnl. B Bg. day night



Sc. 131 *CONT* Pnl. C Bg. day night



Dialog:	
Action:	- FINN TAKES A FEW STEPS FORWARD.
Timing:	FEB 25 2015

1042-248

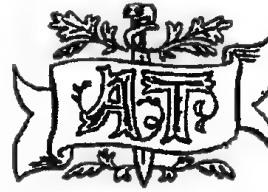
EPISODE #

1042 248

Production :

1042 248

# ADVENTURE TIME

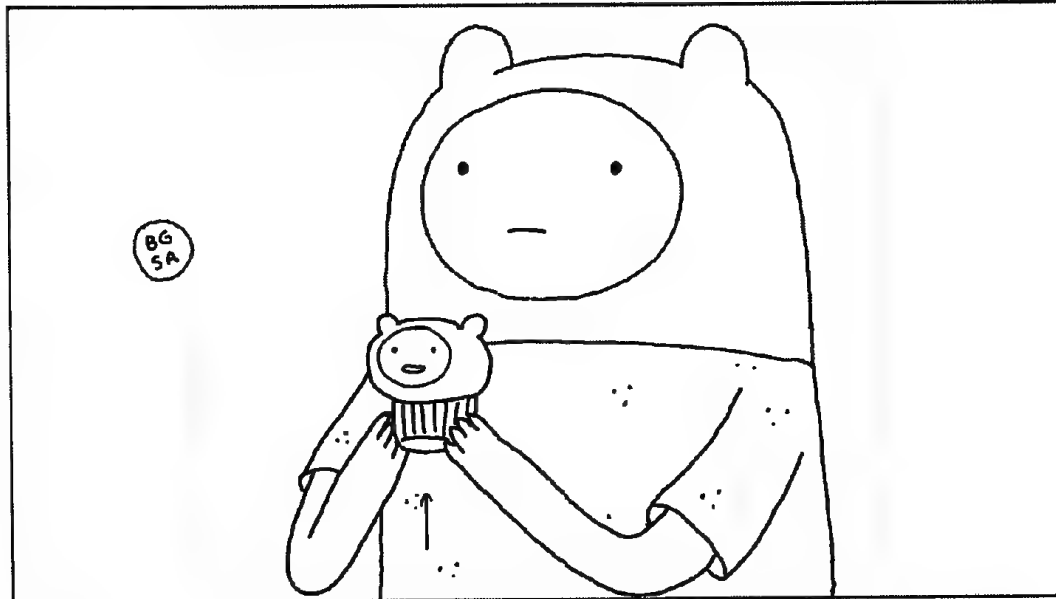


Page 258

Sc. 131 cont Pnl. D

Bg.

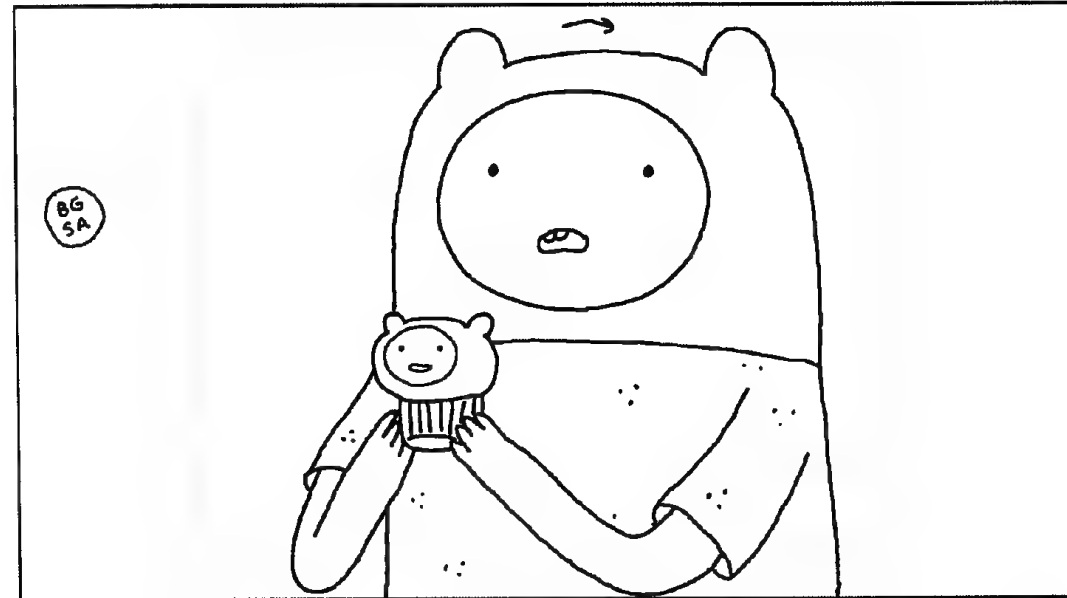
day night



Sc. 131 cont Pnl. E

Bg.

day night



Dialog:

Ⓢ GRASS - ME , DO YOU  
WANT A FINN CAKE?

Action:

- F. HOLDS UP A FINN CAKE.

FEB 25 2016

Timing:

1042-248

EPISODE #

1042 248

Production :

1042 248

# ADVENTURE TIME



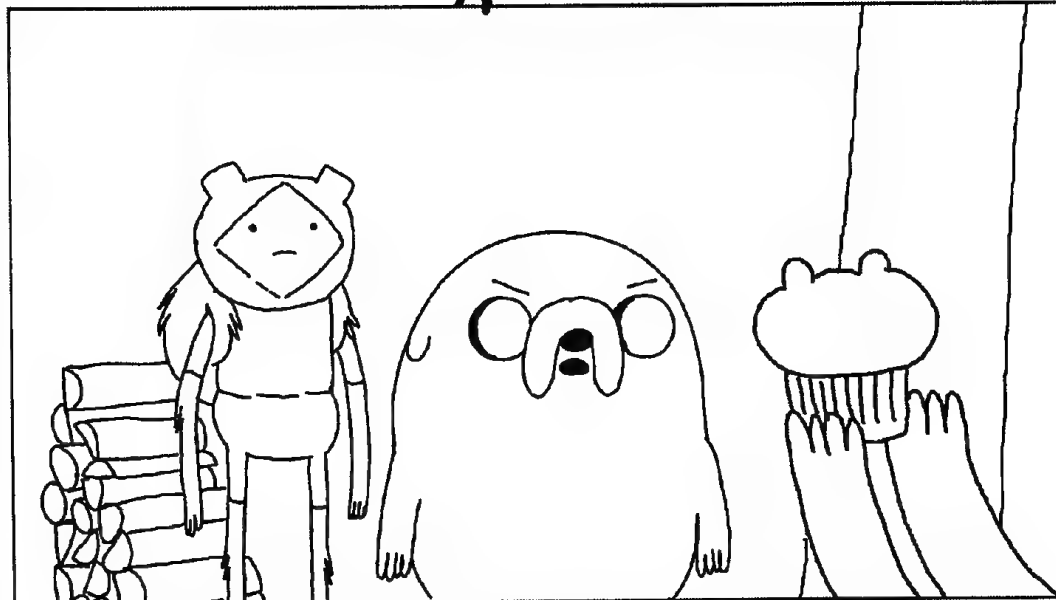
Page 259

Sc. 132

Pnl. A

Bg.

day night

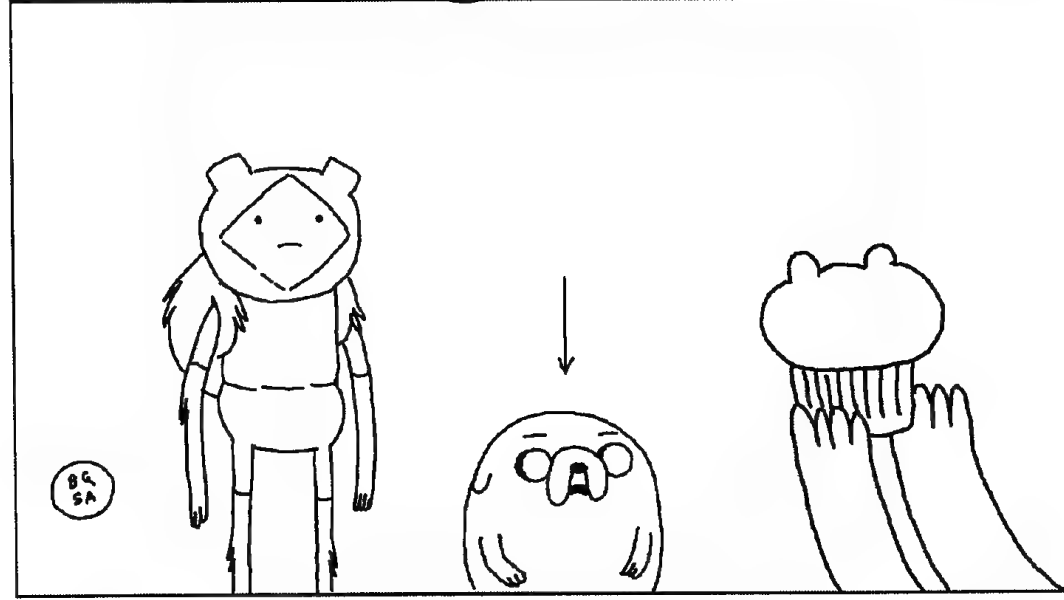


Sc. 132 CONT

Pnl. B

Bg.

day night



Dialog:

① BUT ,

① (CONT) ... ONLY FINNS GET FINN-CAKES.

Action:

- J. SHRINKS,

Timing:

FEB 25 2016

1042-248

EPISODE #

1042 248

Production :

1042 248

# ADVENTURE TIME

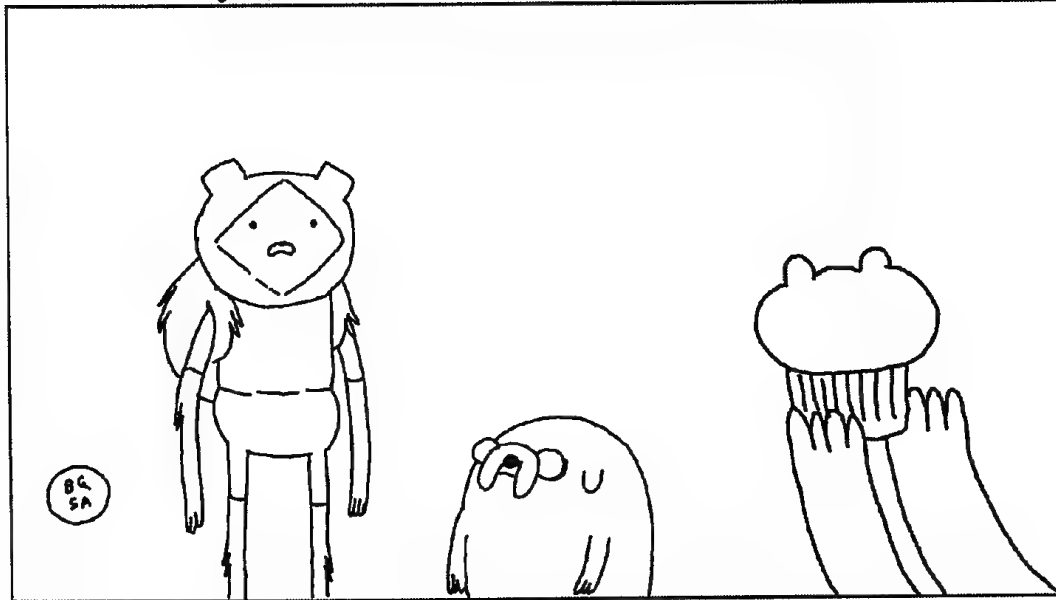


Page 260

Sc. 132 *cont* Pnl. *C*

Bg.

day night

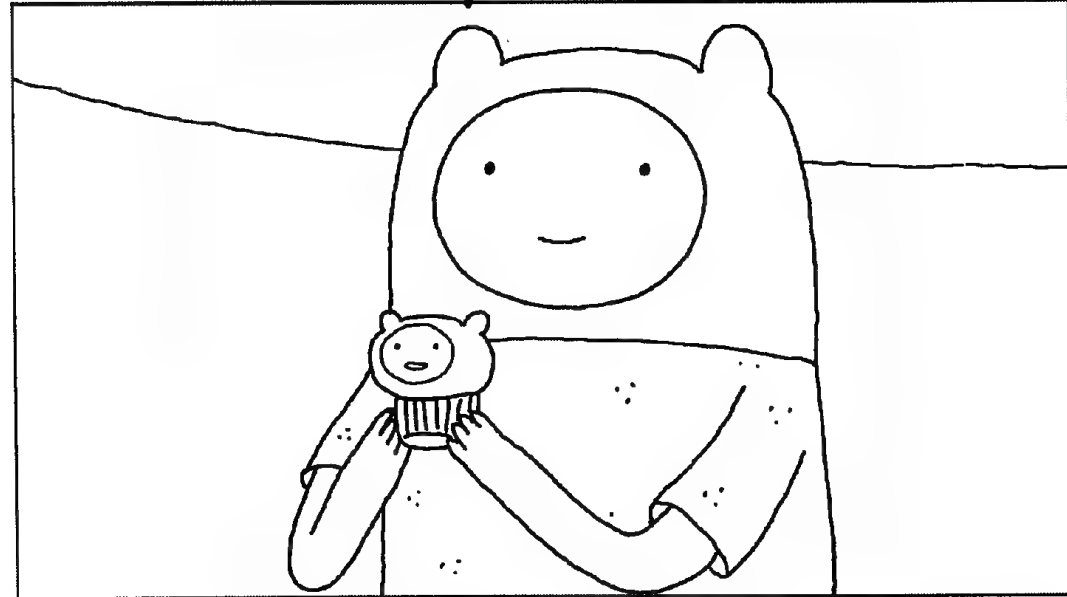


Sc. 133

Pnl. *A*

Bg.

day night



Dialog:

*GF* THAT'S TRUE.

Action:

- F. SMILES FAINTLY.

FEB 25 2016

Timing:

1042-248

EPISODE #

1042 248

Production :

1042 248

# ADVENTURE TIME

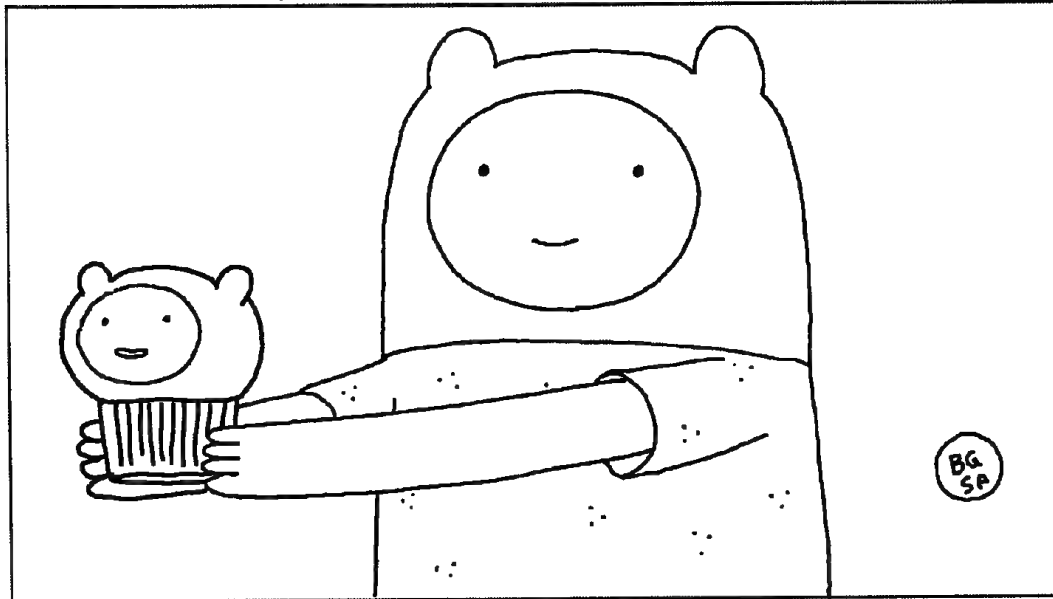


Page 261

Sc. 133 *cont* Pnl. B

Bg.

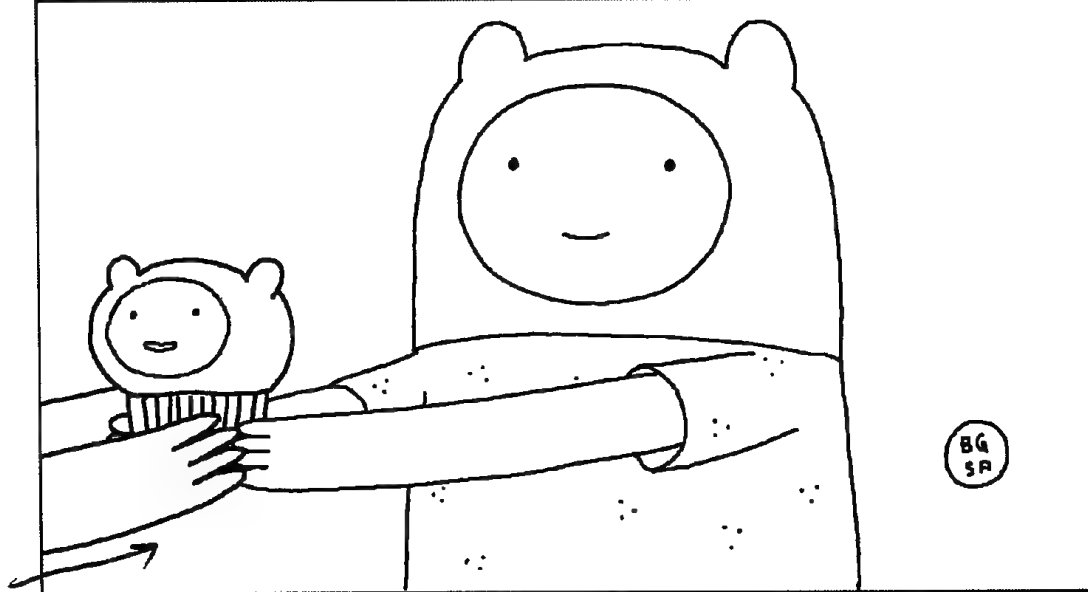
day night



Sc. 133 *cont* Pnl. C

Bg.

day night



Dialog:

Action:

- F. HOLDS OUT FINNCAKE.

- GF TAKES F-CAKE.

FEB 25 2016

Timing:

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EPISODE #

1042 248

Production :

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1042 248

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# ADVENTURE TIME



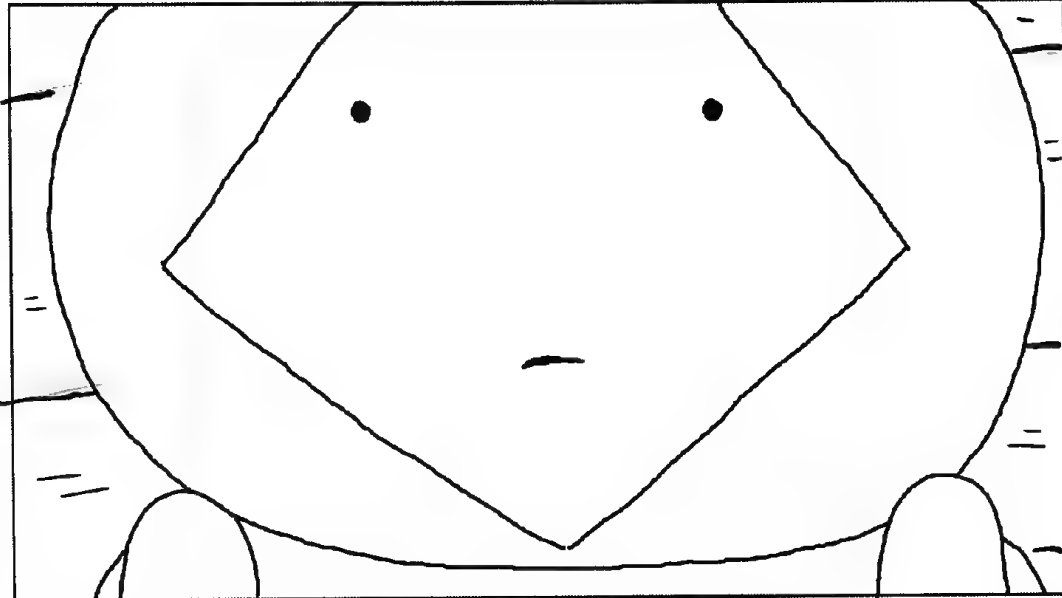
Page 262

Sc. 134

Pnl. A

Bg.

day night



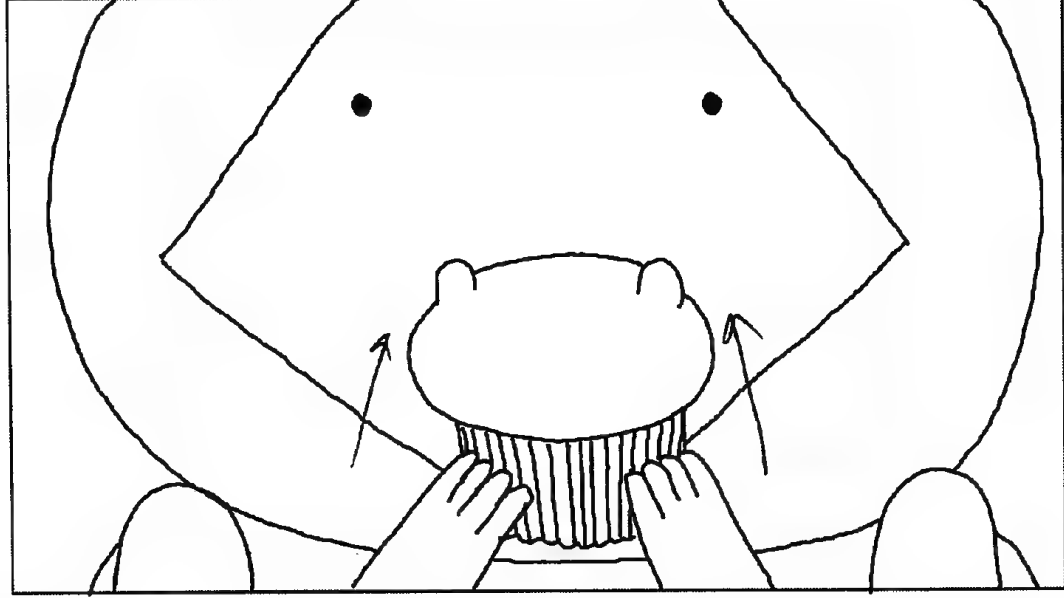
Sc. 134

*cont*

Pnl. B

Bg.

day night



Dialog:

Action:

- G.F. HOLDS UP FINN-CAKE.

FEB 25 2016

Timing:

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EPISODE #

1042 248

Production :

1042 248



1042 248

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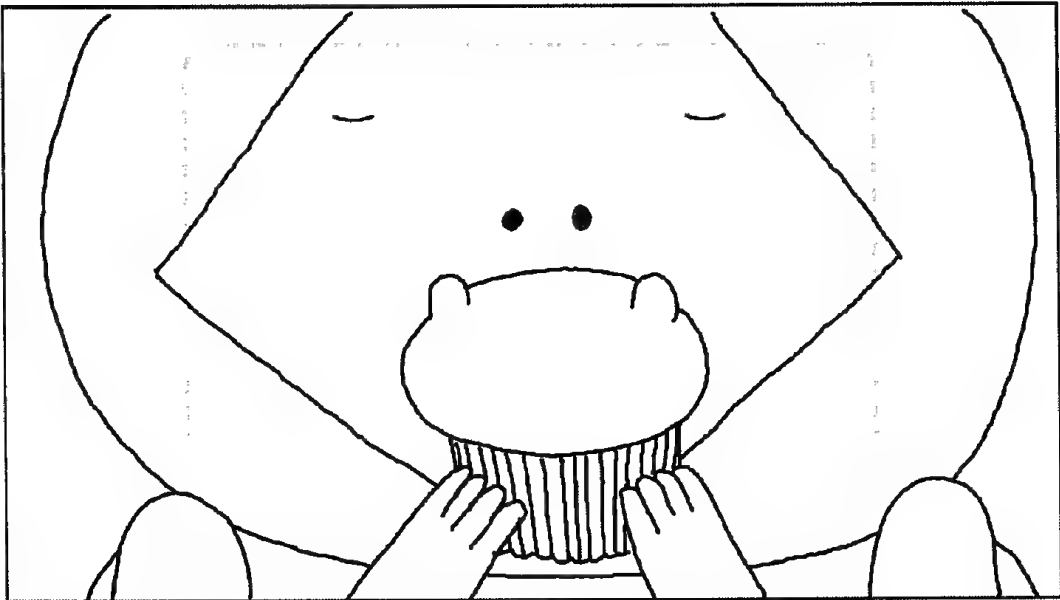
ADVENTURE TIME



Sc. 134 *cont* Pnl. *C*

Bg.

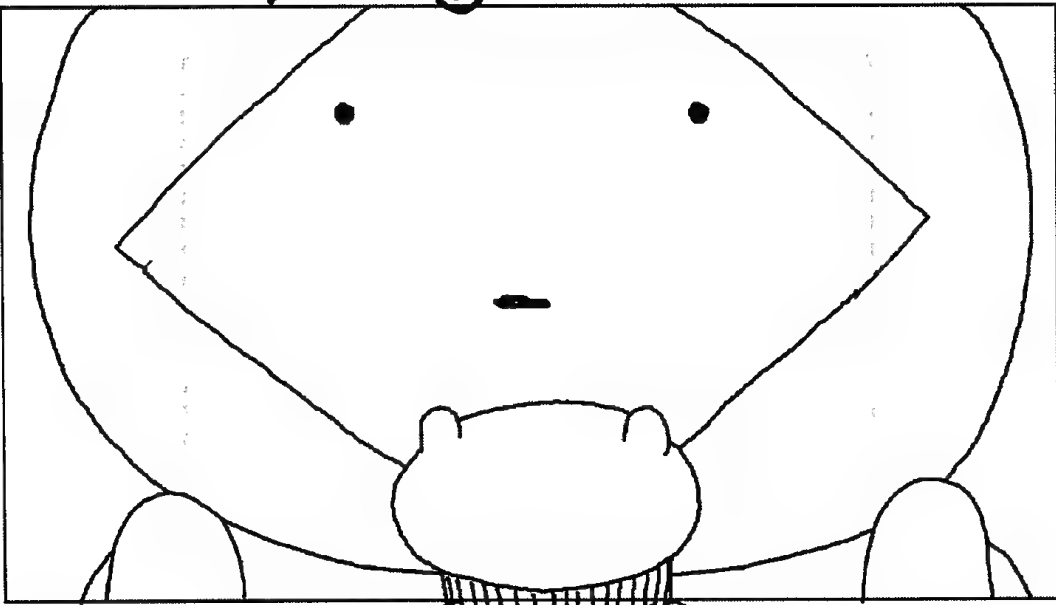
day night



Sc. 134 *cont* Pnl. *D*

Bg.

day night



Dialog:

*SFX: ~ SNIF ~*

*(G.F.)*

*WAIT ...*

Action:

*- G.F. BREATHES DEEPLY.*

FEB 25 2016

Timing:

1042-248

EPISODE #

1042 248

Production :

# ADVENTURE TIME

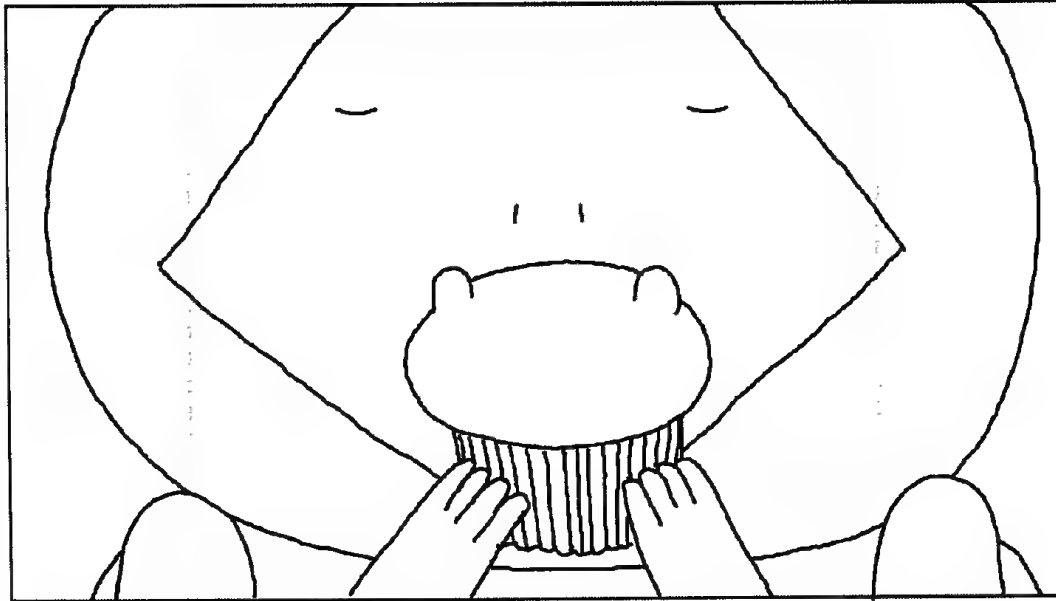


Page 264

Sc. 134 cont Pnl. E

Bg.

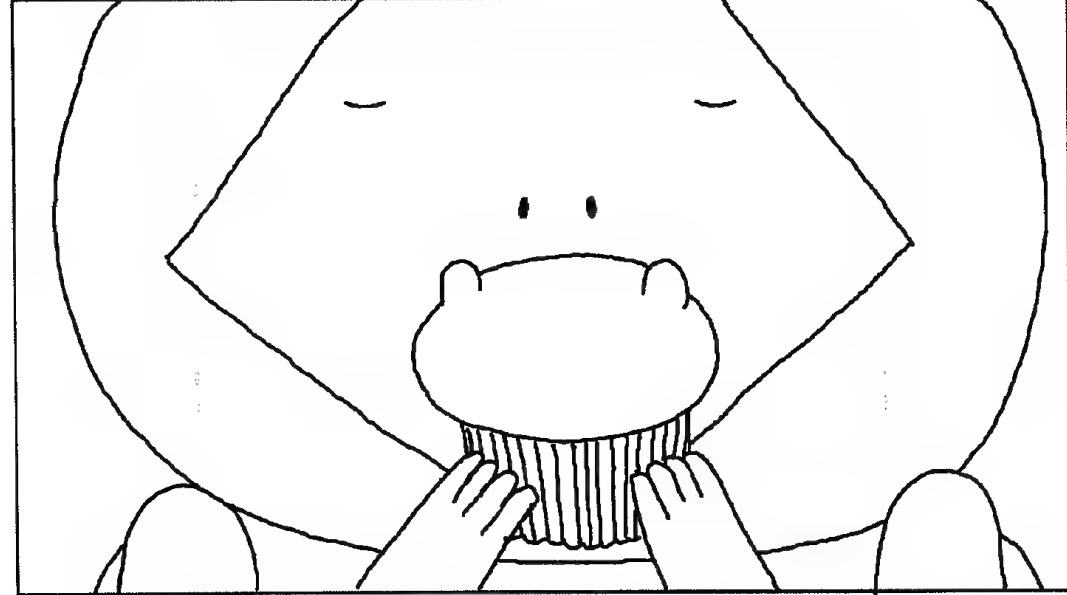
day night



Sc. 134 cont Pnl. F

Bg.

day night



Dialog:

(SFX)

S N I F F F F F

Action:

- G.F. SMELLS AGAIN.

FEB 25 2016

Timing:

1042-248

EPISODE #

1042 248

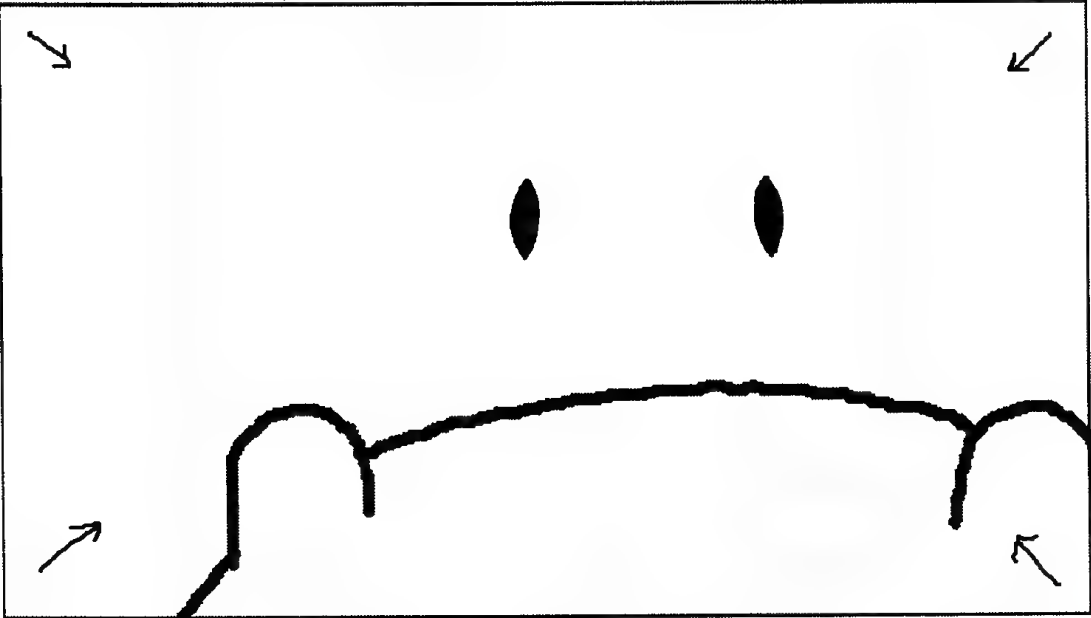
Production :

1042 248

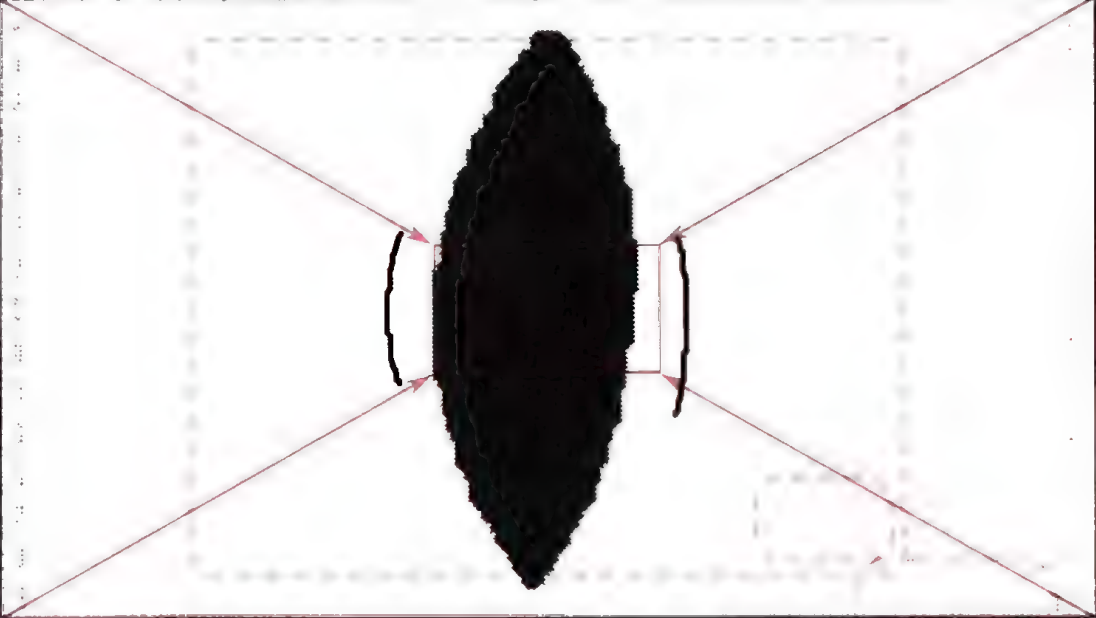
ADVENTURE TIME



Sc. 134 *CONT* Pnl. G Bg. day night



Sc. 134 *CONT* Pnl. H Bg. day night



Dialog:

(SFX) (CONT) - F F F F F F F F F F F F F -

Action:

- TRUCK IN TOWARDS NOSTRIL.

FEB 25 2016

Timing:

1042-248

EPISODE #

1042 248

Production :

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1042 248

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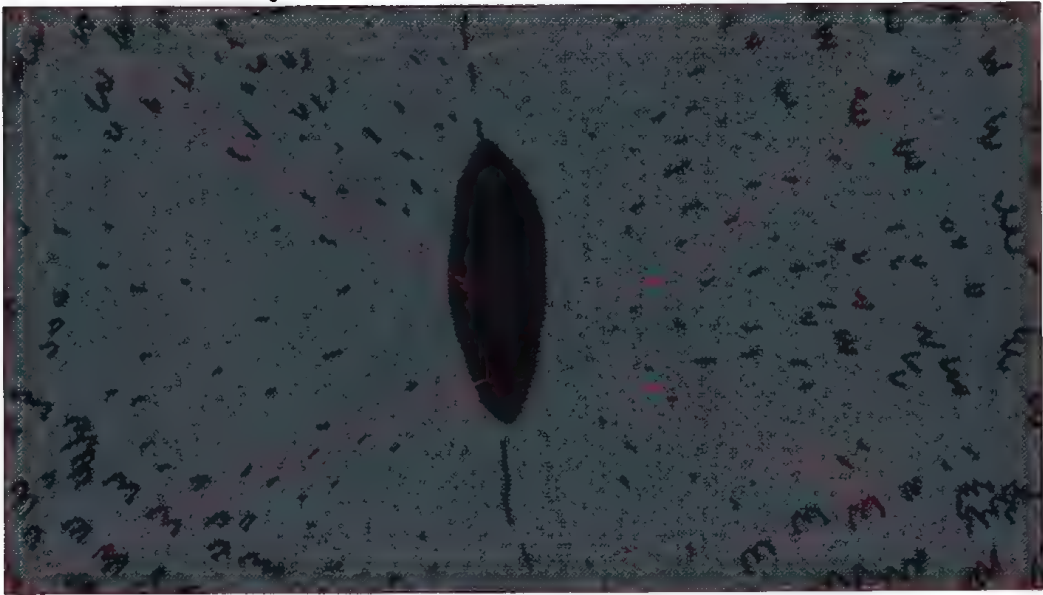
ADVENTURE TIME



Sc. 134 *cont* Pnl. 1

Bg.

day night



Sc. 134 *cont* Pnl. 2

Bg.

day night



Dialog:

(SFX) (CONT) - F F F F F F F F F F F F !

Action:

- ANIMATED CAM MOVE/TRANS. TO NOSE FIELDS

- GRASS QUIVERS IN WIND.

FEB 25 2016

Timing:

1042-248

EPISODE #

1042 248

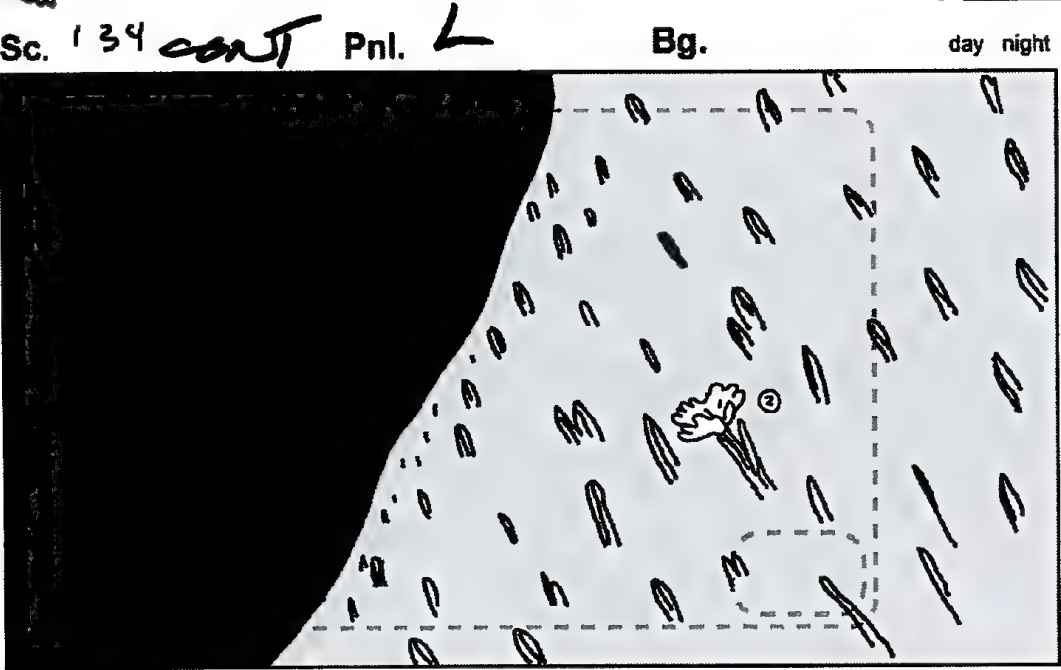
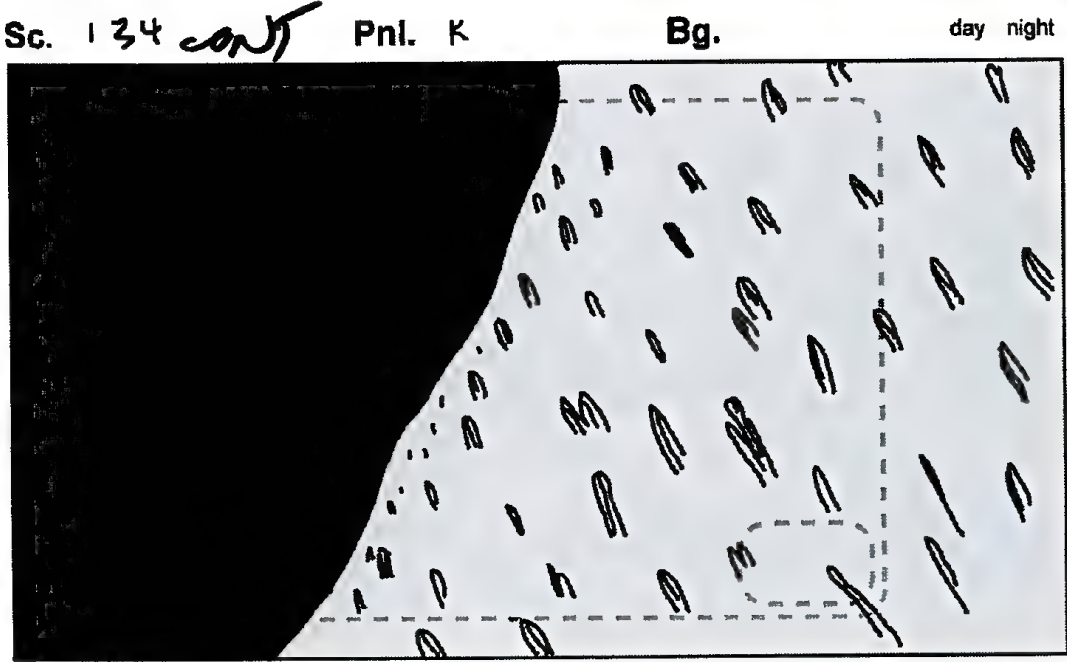
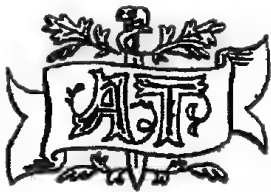
Production :

1042 248

1042 248

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ADVENTURE TIME



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EPISODE #

1042 248

Dialog:	SFX: * POP *
Action: - GRASS STOPS QUIVERING.	- FLOWER BLOOMS - THE FLOWER GLOWS FEB 25 2016
Timing:	SLIGHTLY, LUMINOUS.

Production :

1042 248

# ADVENTURE TIME



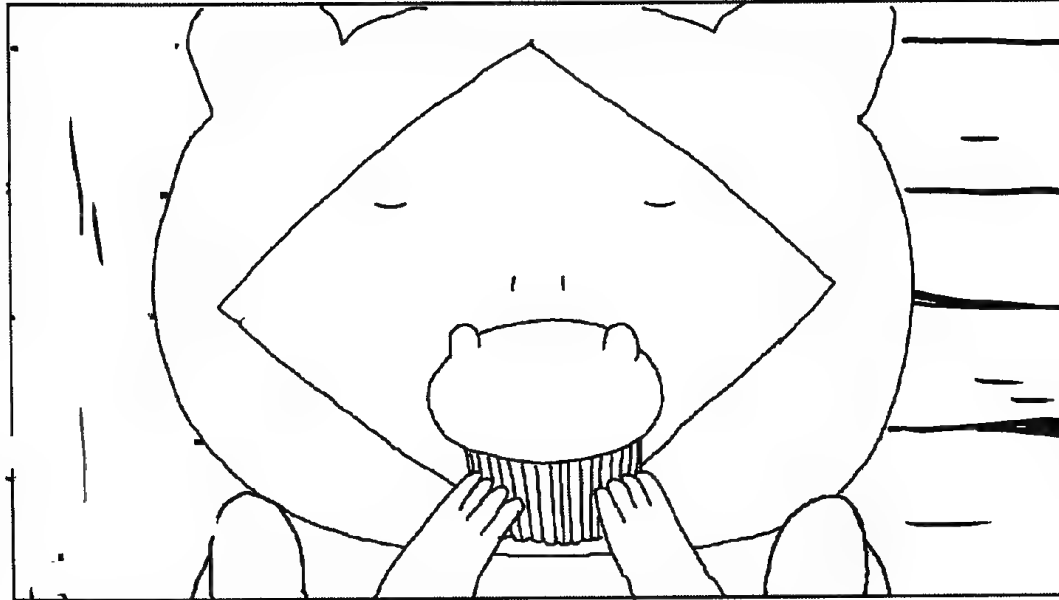
Page 268

Sc. 135

Pnl. A

Bg.

day night

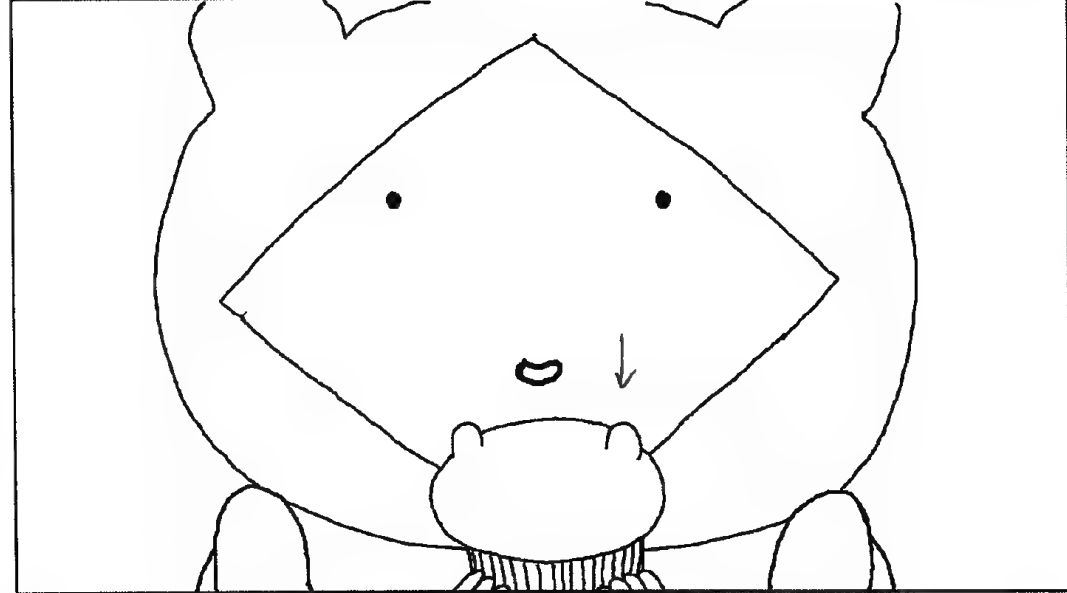


Sc. 135 *cont*

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

(GF)

☁ That's that ☁

SUGARY TRASH. LIKE A  
BIG BOY LIKES ...

FEB 25 2016

EPISODE # 1,42-248

Production :

1042 248

1042 248

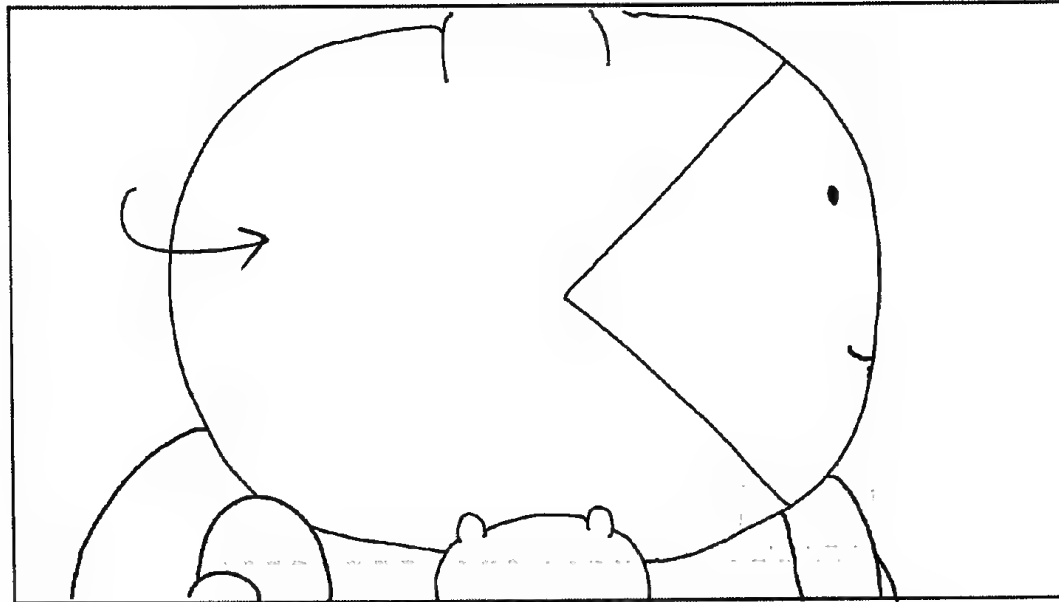


# ADVENTURE TIME

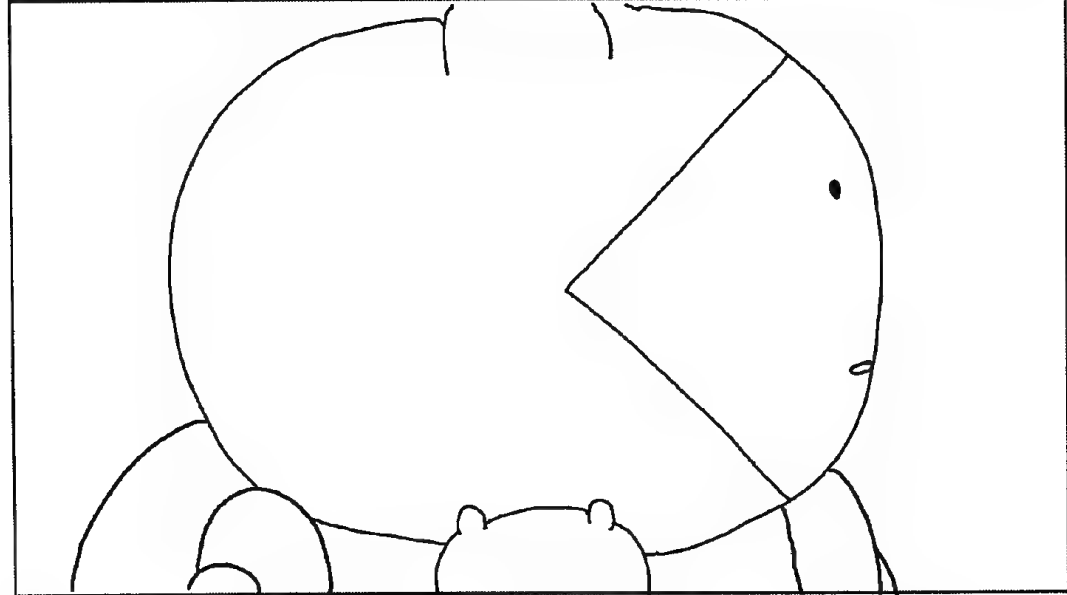


Page 269

Sc. 135 *cont* Pnl. *C* Bg. day night



Sc. 135 *cont* Pnl. *D* Bg. day night



Dialog:

*GF* Oh, jeez

Action:

- F. TURNS HEAD.

FEB 25 2016

Timing:

EPISODE # 1042-248

Production :

1042 248

1042 248

1042 248

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# ADVENTURE TIME

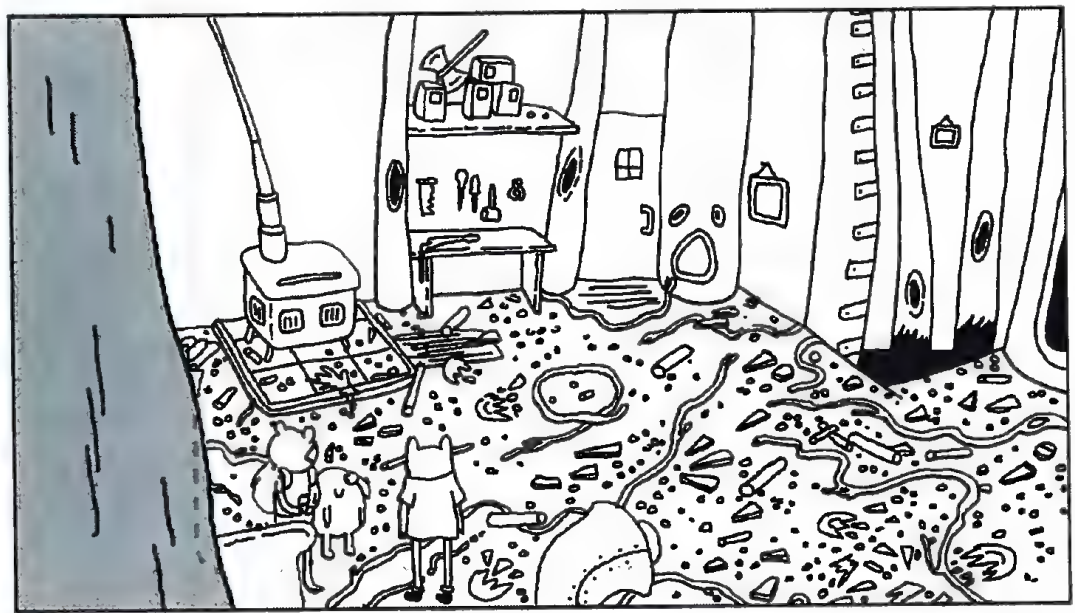


Sc. 136

Pnl. A

Bg.

day night

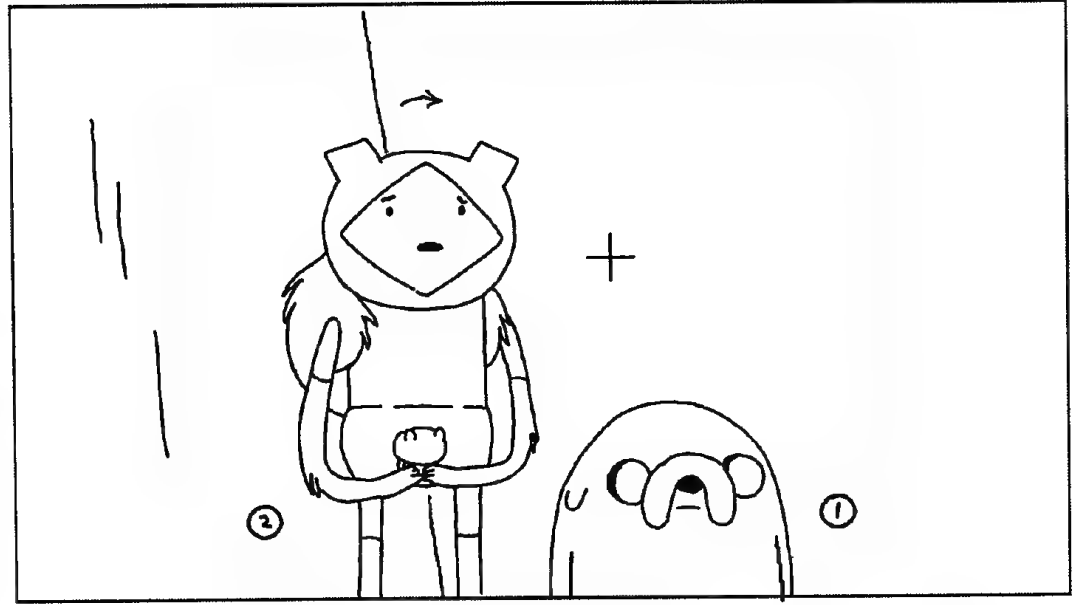


Sc. 137

Pnl. A

Bg.

day night



Dialog:

GF I REALLY FELL  
OFF THE HORSE, HERE.

GF MAYBE I'M NOT WHO I AM.

Action:

- G.F. OBSERVES DAMAGE.

Timing:



+

FEB 25 2016

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EPISODE #

1042 248

Production :

1042 248

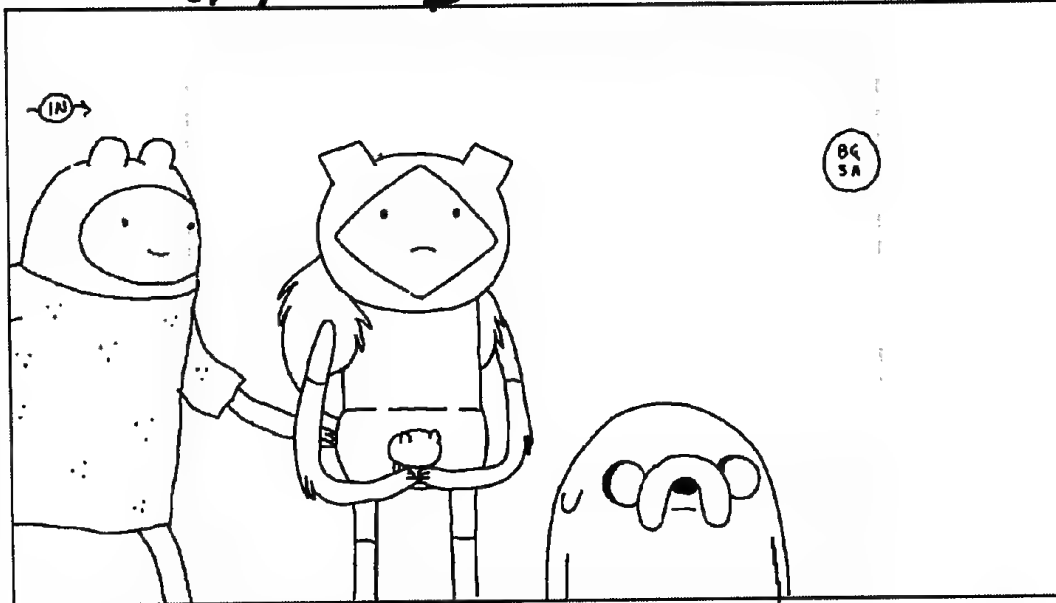


# ADVENTURE TIME

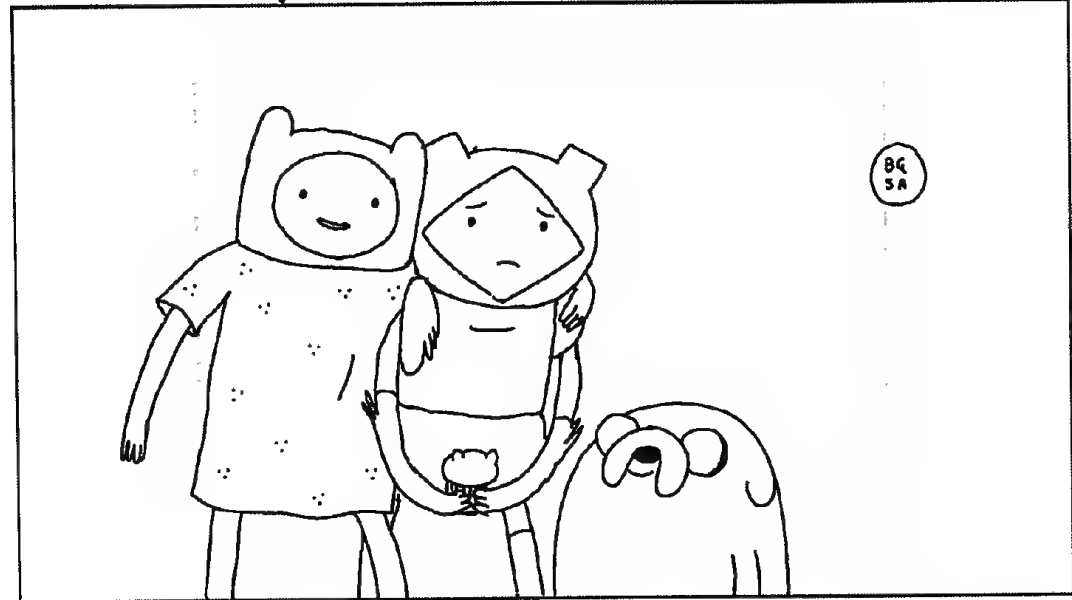


Page 271

Sc. 137 *cont* Pnl. *B* Bg. day night



Sc. 137 *cont* Pnl. *C* Bg. day night



Dialog:

*F* SURE WE ARE.

Action:

- F. WALKS ON/S.

- F. THROWS ARM AROUND G.F.'S SHOULDER.

Timing:

FEB 25 2016

EPISODE # 1042-248

Production :

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1042 248

1042 248

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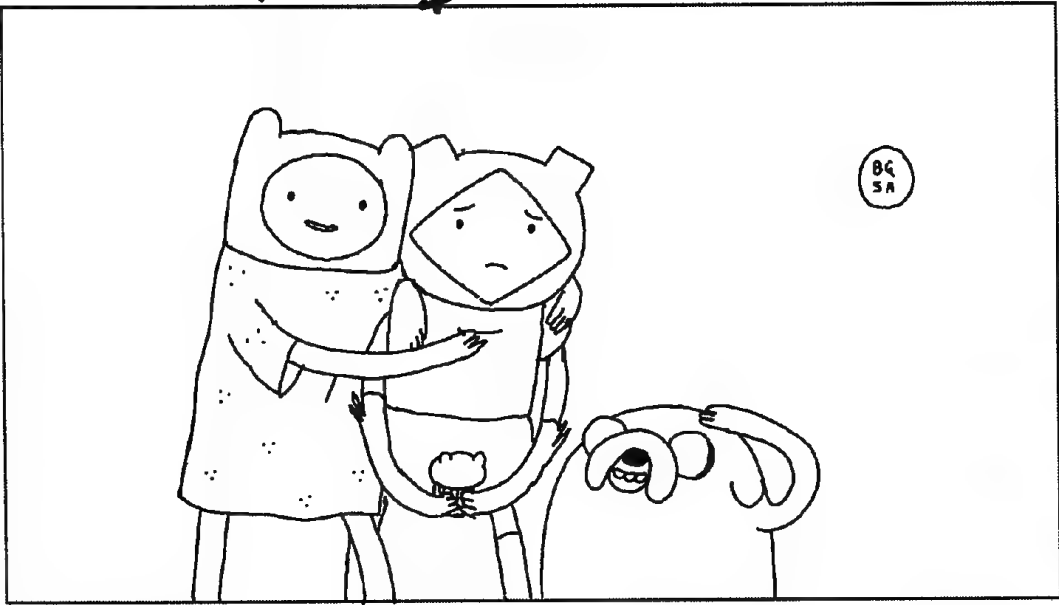
# ADVENTURE TIME



Sc. 137 *CONT* Pnl. *D*

Bg.

day night

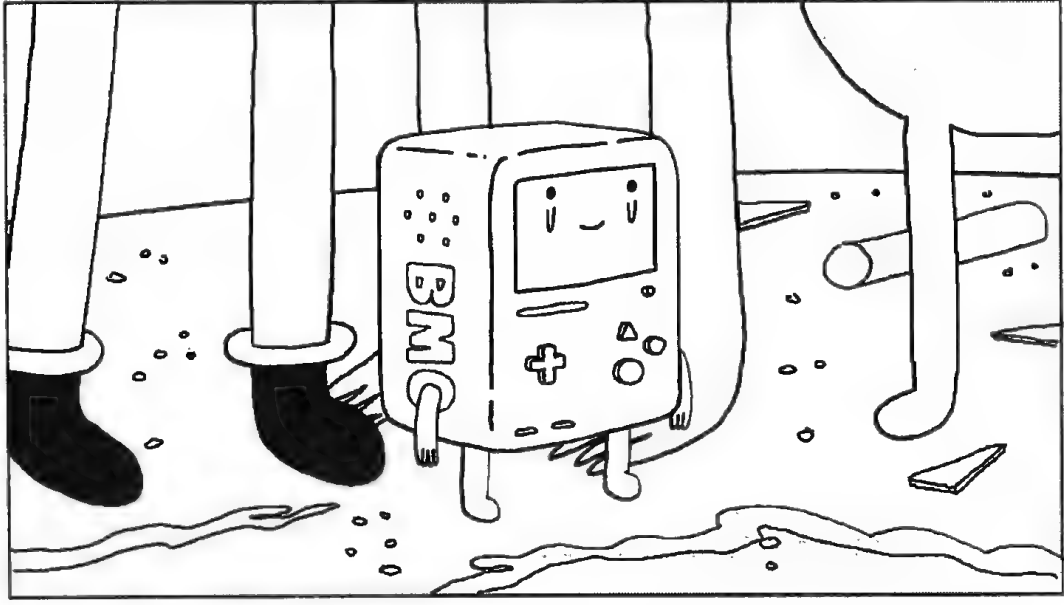


Sc. 138

Pnl. *A*

Bg.

day night



Dialog:	<i>U</i> H A H A W E I R D D A Y S M A N , G I V E M E A M I N U T E T O C A T C H U P .
Action:	
Timing:	FEB 25 2016

EPISODE # 1042-248  
Production :

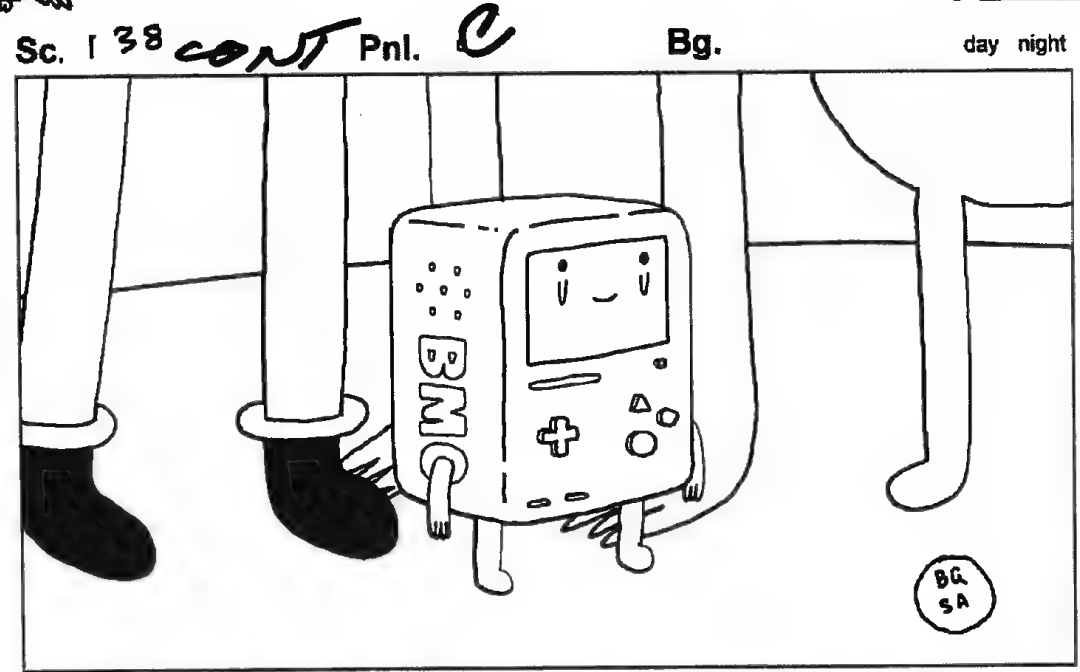
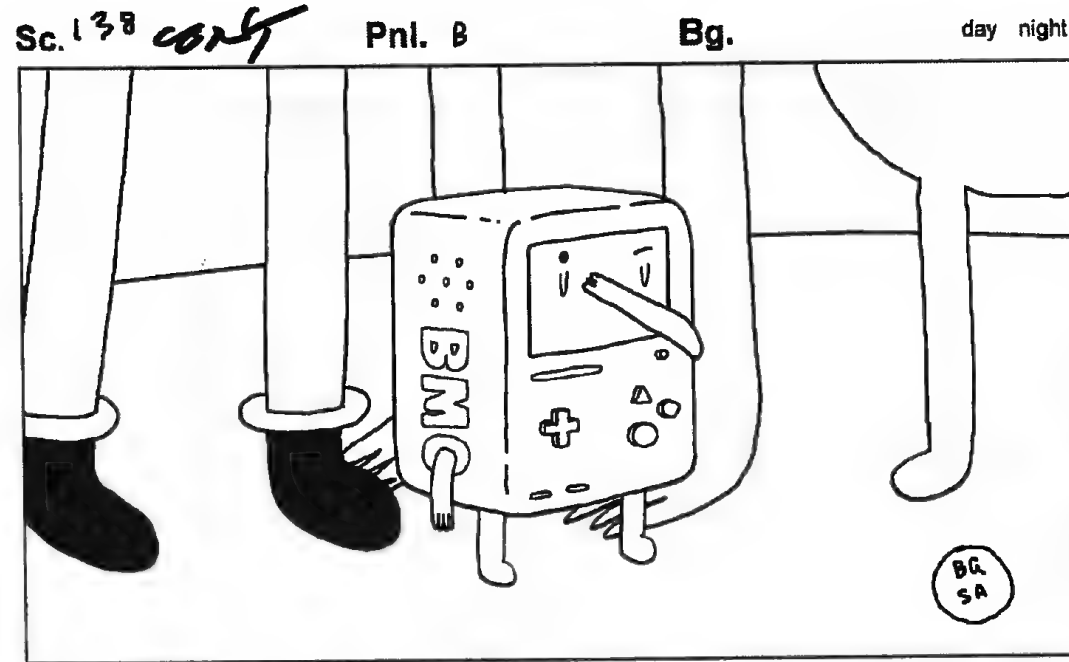
1042 248

1042 248

# ADVENTURE TIME



Page 273



Dialog:

*Bmo* : SNRT :

Action:

Timing:

FEB 9 5 2016

EPISODE # 1042-248

Production :

1042 248

1042 248

# ADVENTURE TIME



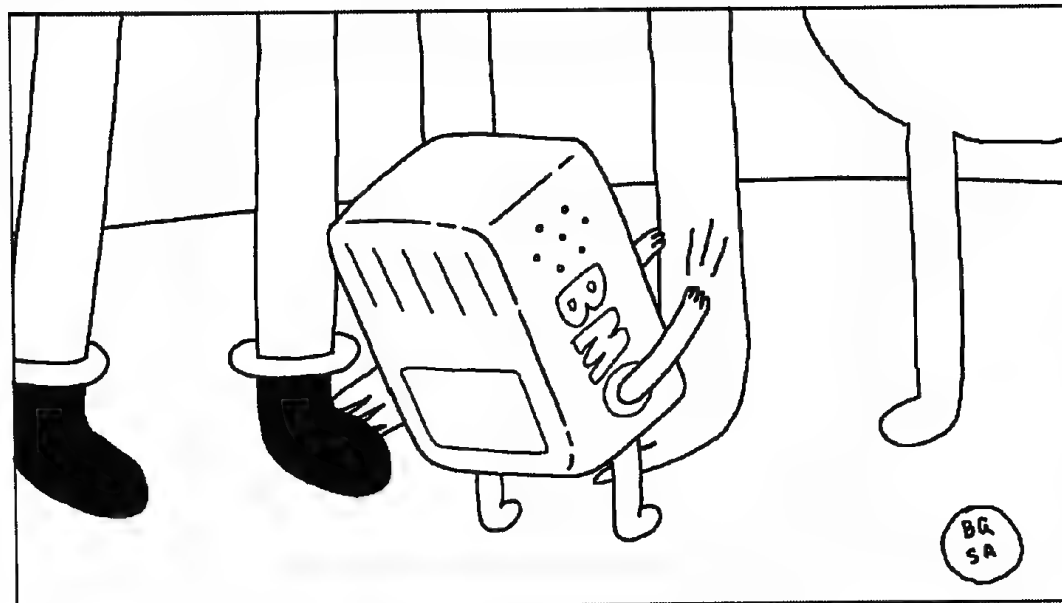
Page 274

Sc. 138 *cont*

Pnl. D

Bg.

day night



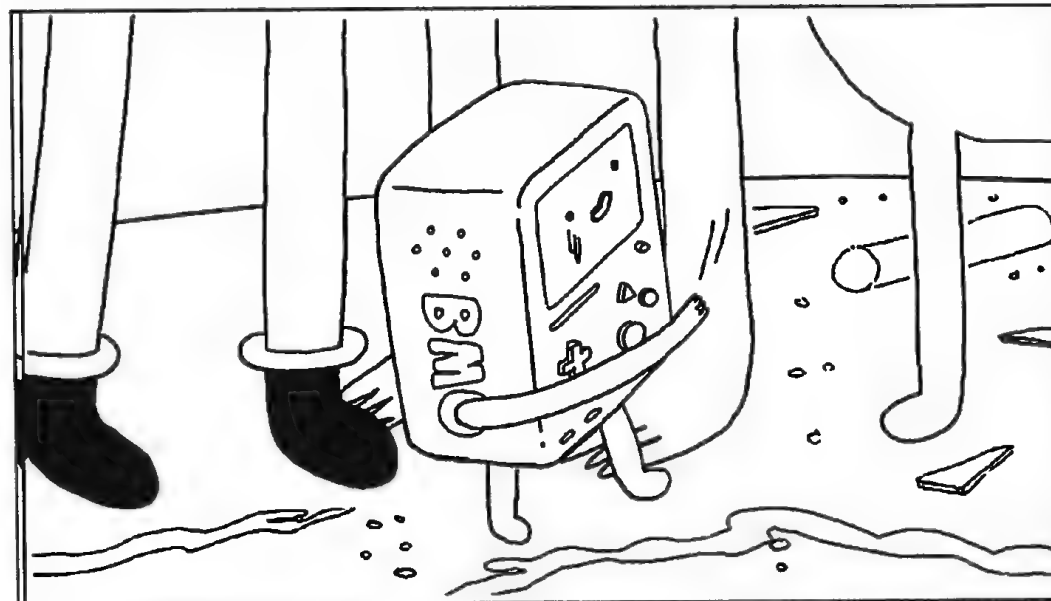
BG  
SA

Sc. 138 *cont*

Pnl. E

Bg.

day night



Dialog:

~~BMO~~ HEY... YOU GONNA EAT  
THAT....

~~BMO~~ BMO CAKE ?

Action:

== TUG TUG ==

FEB 25 2016

Timing:

1042-248

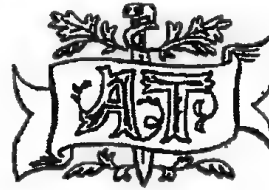
EPISODE #

1042 248

Production :

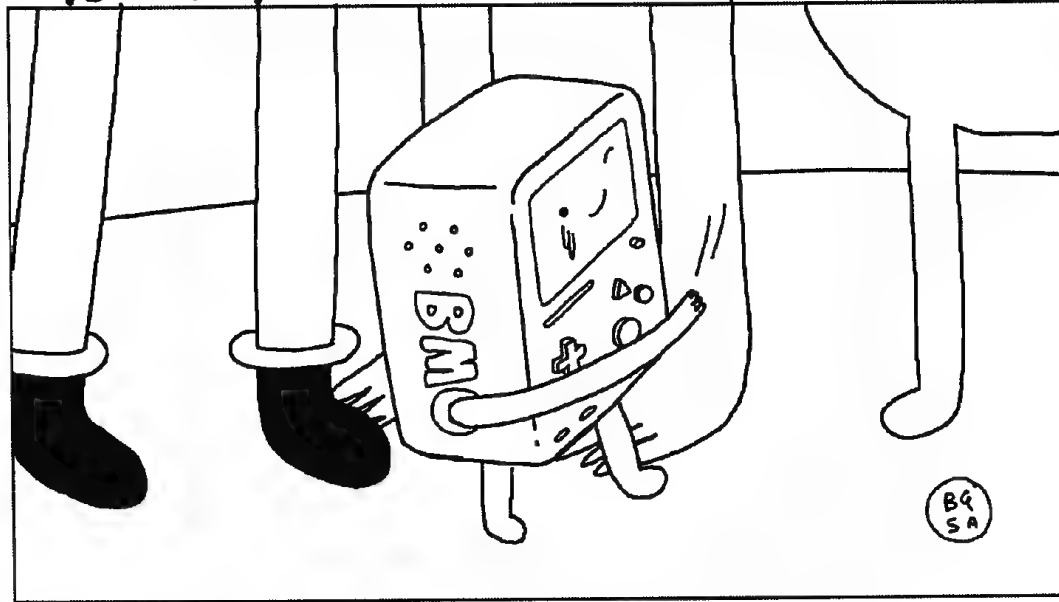
1042 248

# ADVENTURE TIME

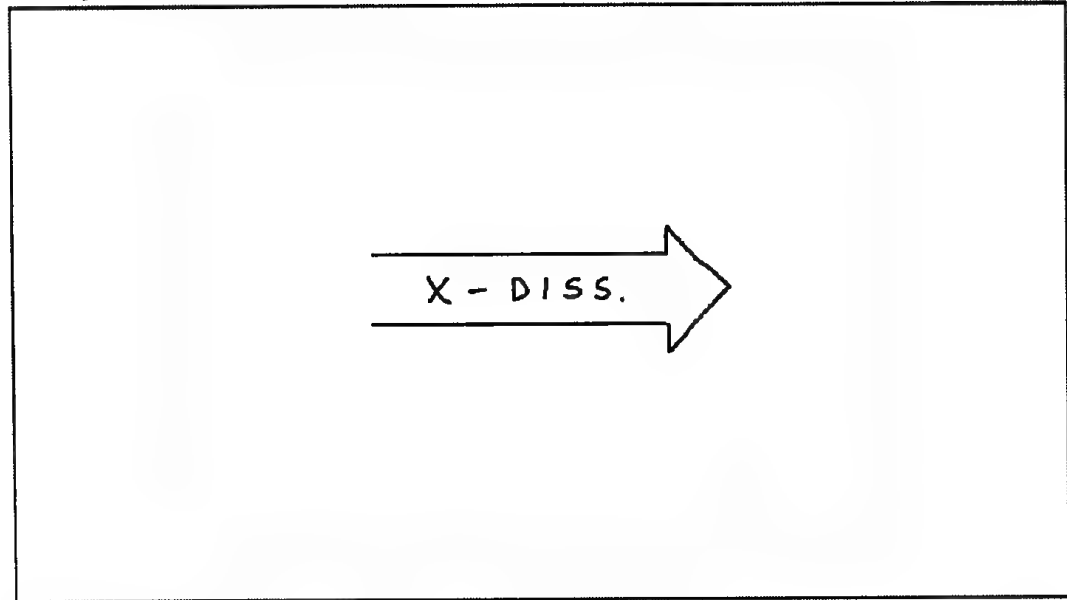


Page 275

Sc. 138 cont Pnl. F Bg. day night



Sc. 138 cont Pnl. - Bg. - day night



Dialog:

Action:

W I N K .

FEB 25 2016

Timing:

1042-248

EPISODE #

1042 248

Production :

1042 248

# ADVENTURE TIME



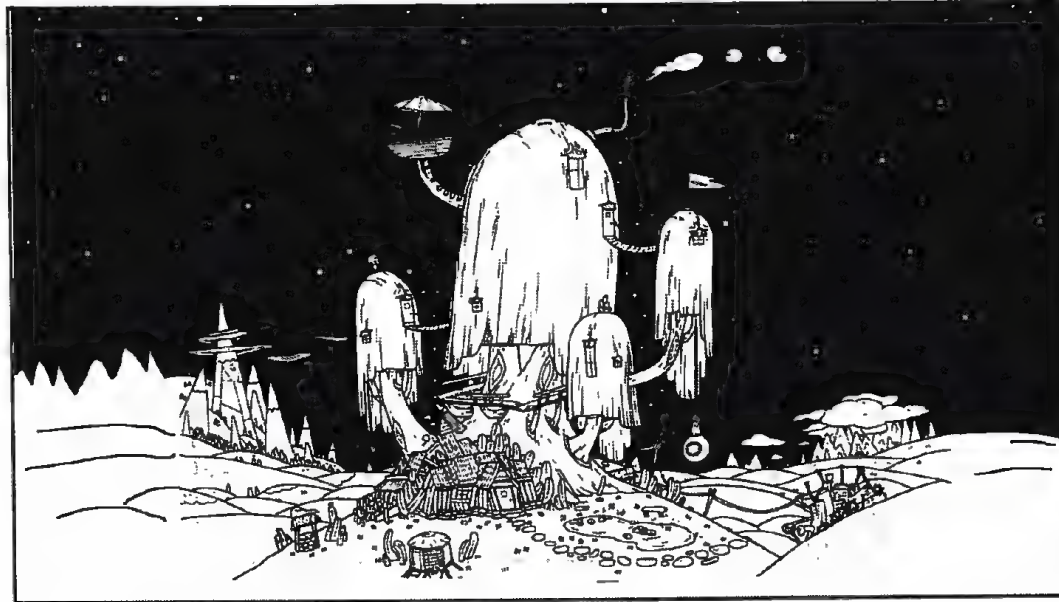
Page **276**

Sc. **139**

Pnl. **A**

Bg.

day night

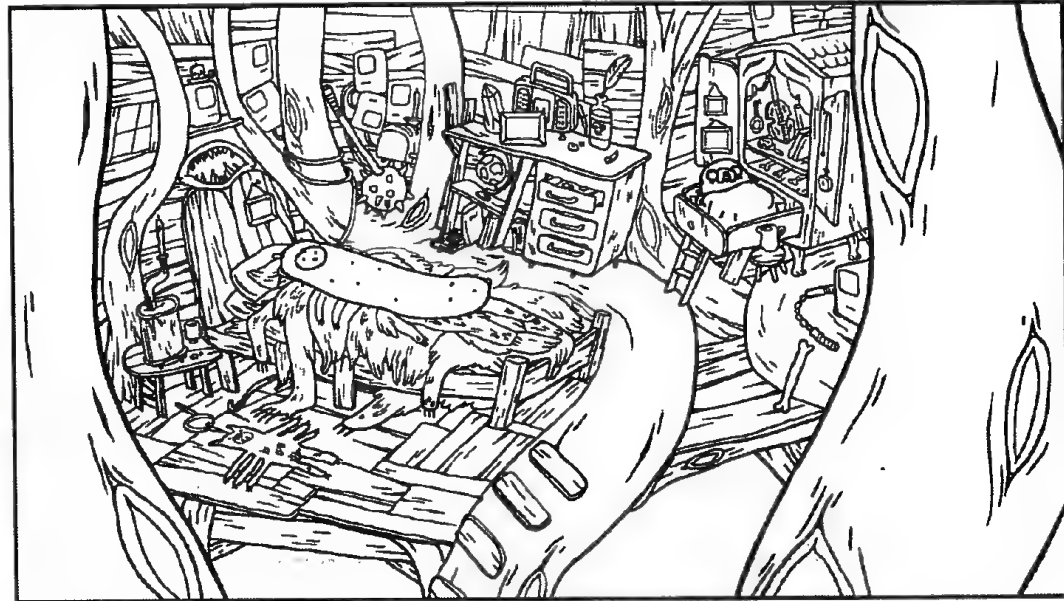


Sc. **140**

Pnl. **A**

Bg.

day night



Dialog:

Action:

- TREEHOUSE EXT. AT NIGHT

FEB 25 2016

Timing:

1042-248

EPISODE #

1042 248

Production :

1042 248

1042 248

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# ADVENTURE TIME



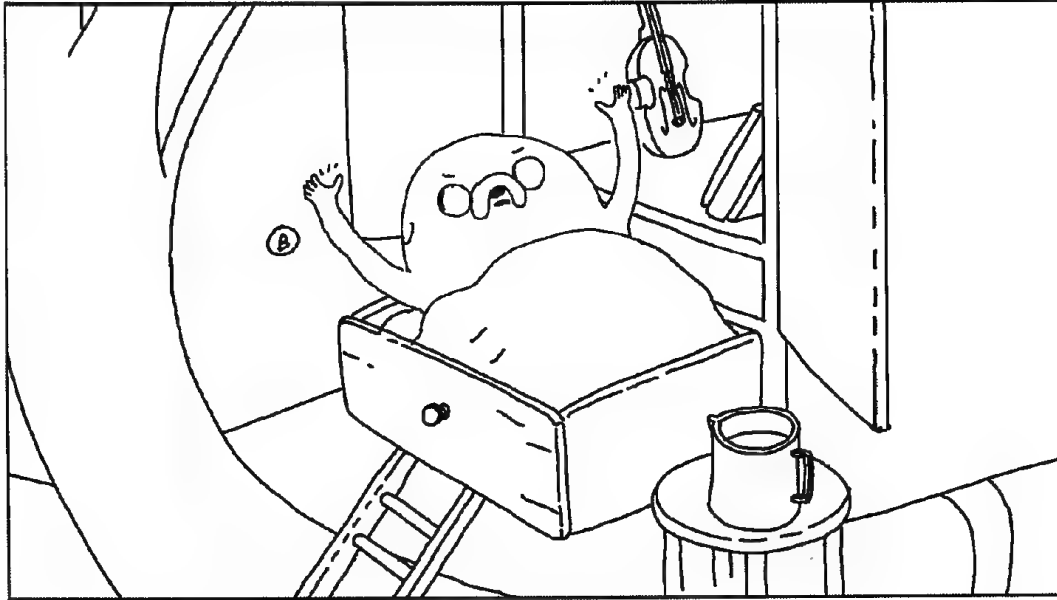
Page 277

Sc. 141

Pnl. A

Bg.

day night

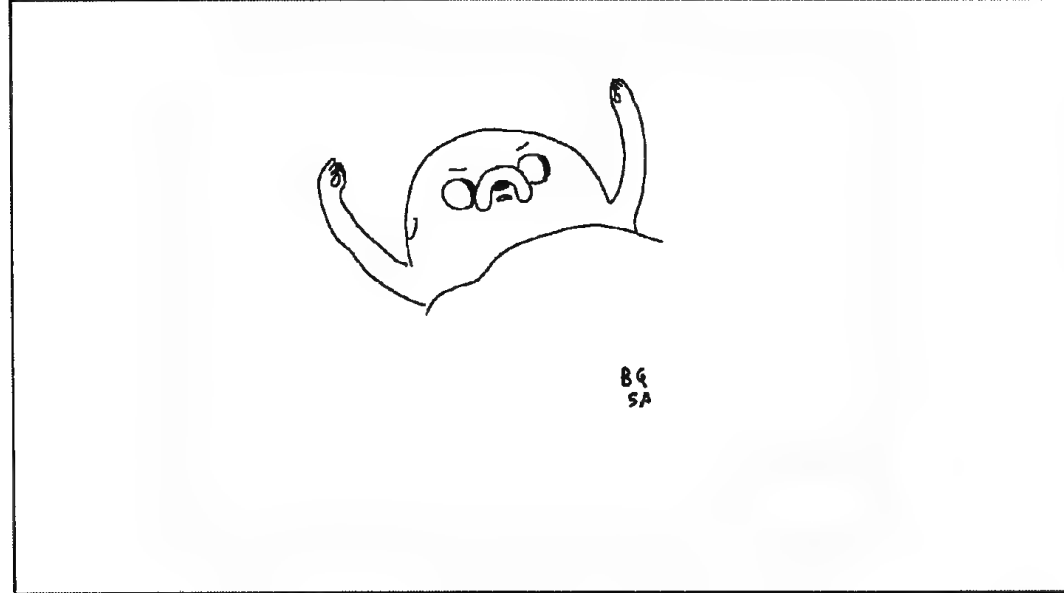


Sc. 141 *cont*

Pnl. B

Bg.

day night



Dialog:

⑤ SFX = TAK = TAK = TAK =

⑥ MY HANDS ARE STILL TACKY FROM  
BREAKFAST SYRUP.

Action:

Ⓐ Ⓑ Ⓒ Ⓓ Ⓔ Ⓕ

Ⓐ



- J. OPENS AND  
CLOSES HANDS.

FEB 25 2016

Timing:

1042-248

EPISODE #

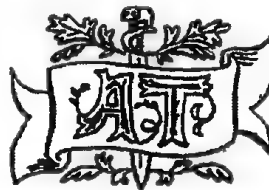
1042 248

Production :

1042 248



# ADVENTURE TIME

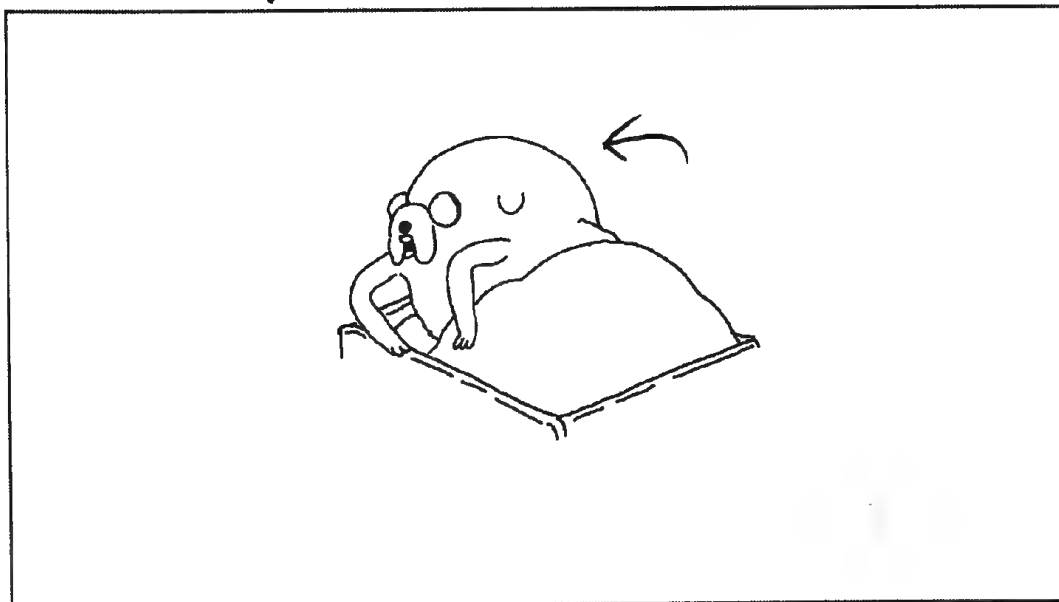


Page **278**

Sc. **141 cont** Pnl. **C**

Bg.

day night

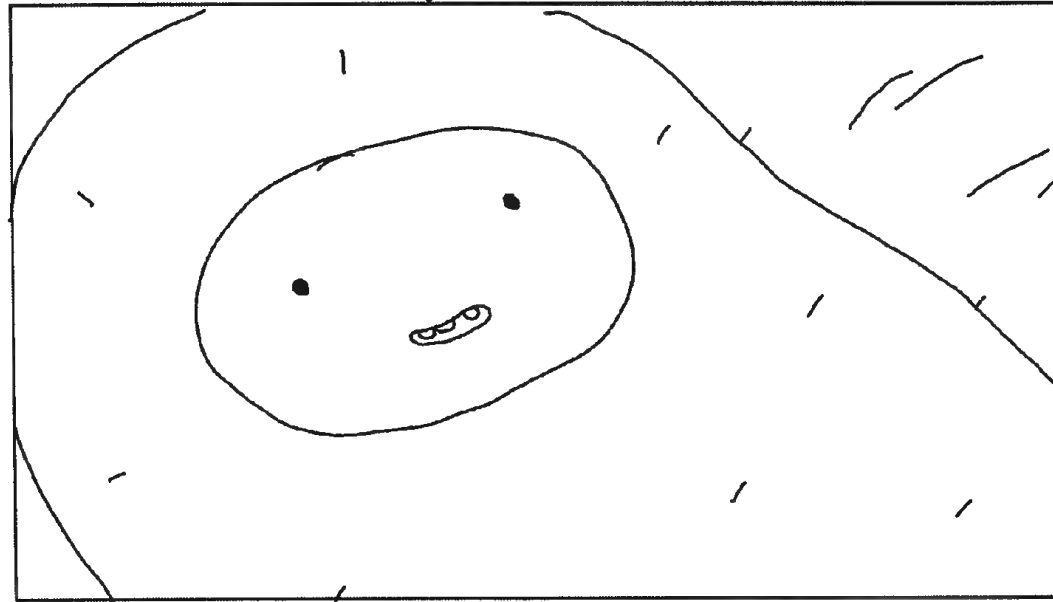


Sc. **142**

Pnl. **A**

Bg.

day night



Dialog:

**@** HEY! DO YOU THINK GRASS FINN'S  
LOCO?

**@** I THINK HE'LL BE O.K.  
HE JUST NEEDS A PLACE  
TO CRASH WHILE HE FIGURES

Action:

SOME STUFF OUT.

FEB 25 2016

Timing:

1042-248

EPISODE #

1042 248

Production :

1042 248

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# ADVENTURE TIME

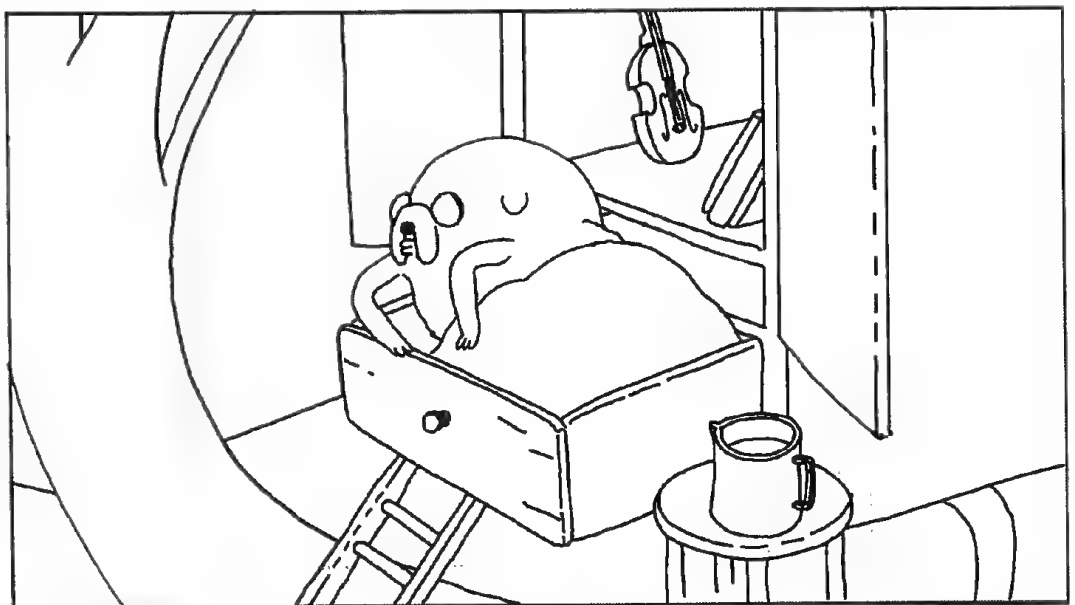


Sc. 143

Pnl. A

Bg.

day night

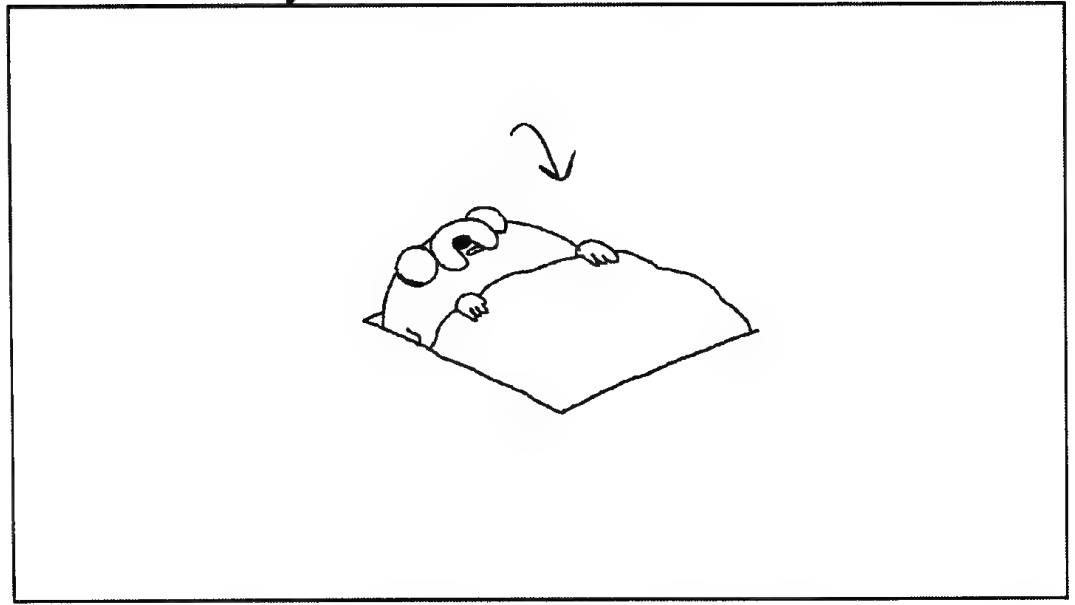


Sc. 143 *cont*

Pnl. B

Bg.

day night



Dialog:

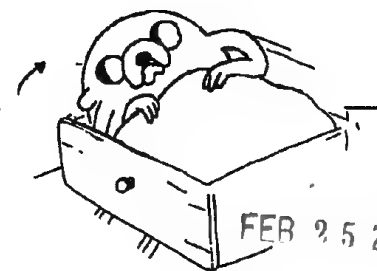
o. k .

Action:

- J. SETTLES INTO BED

Timing:

SP



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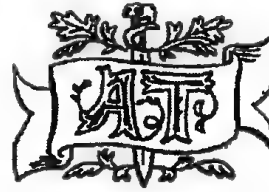
EPISODE #

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# ADVENTURE TIME



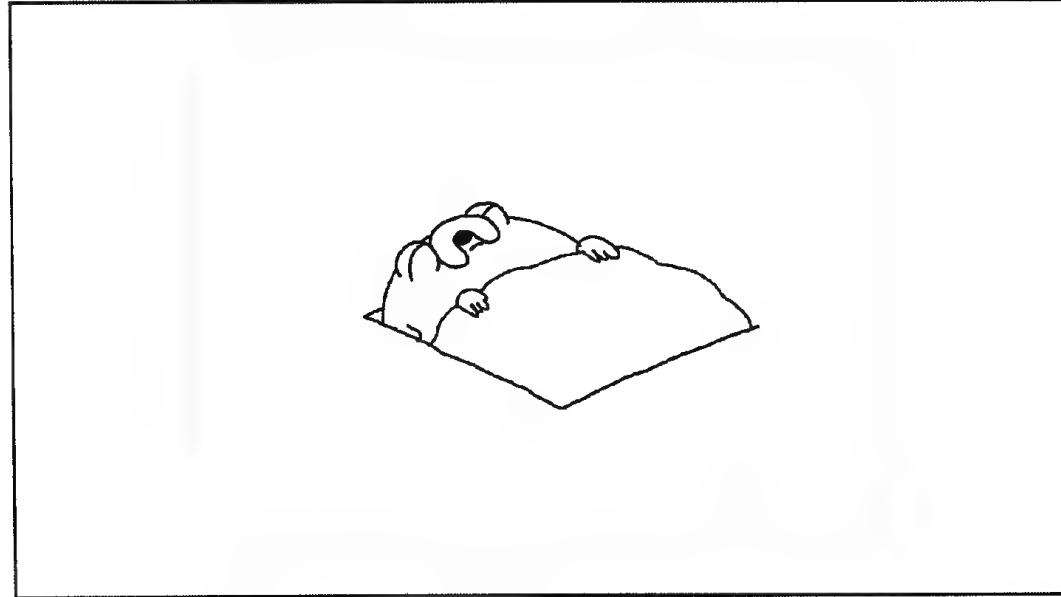
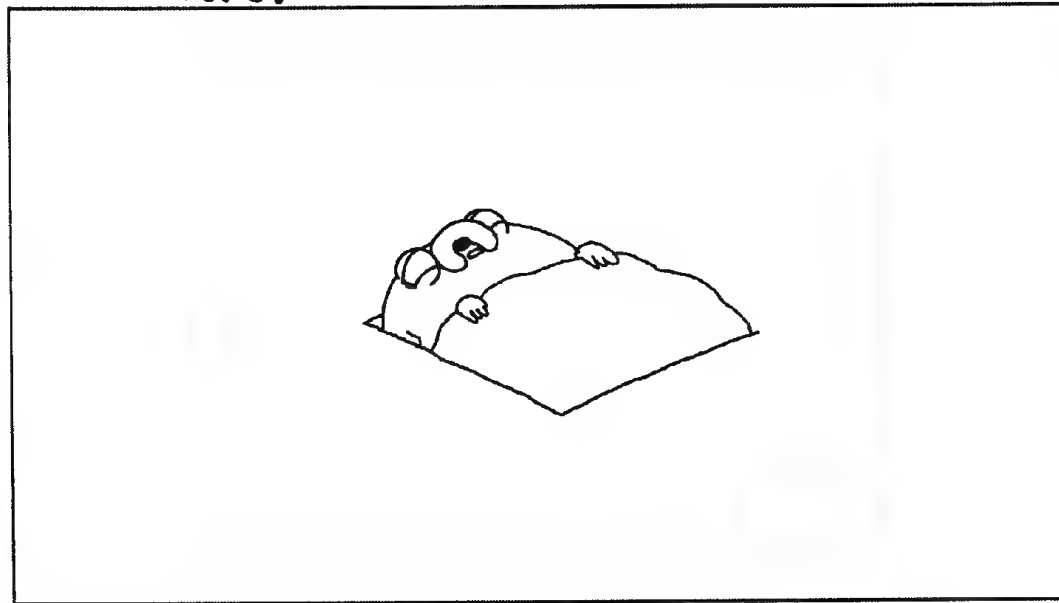
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Sc. 143 *CONT* Pnl. *C* Bg.

day night

Sc. 143 *CONT* Pnl. *D* Bg.

day night



Dialog:

① = z z z =

Action:

- J. FALLS ASLEEP.

Timing:

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Production :

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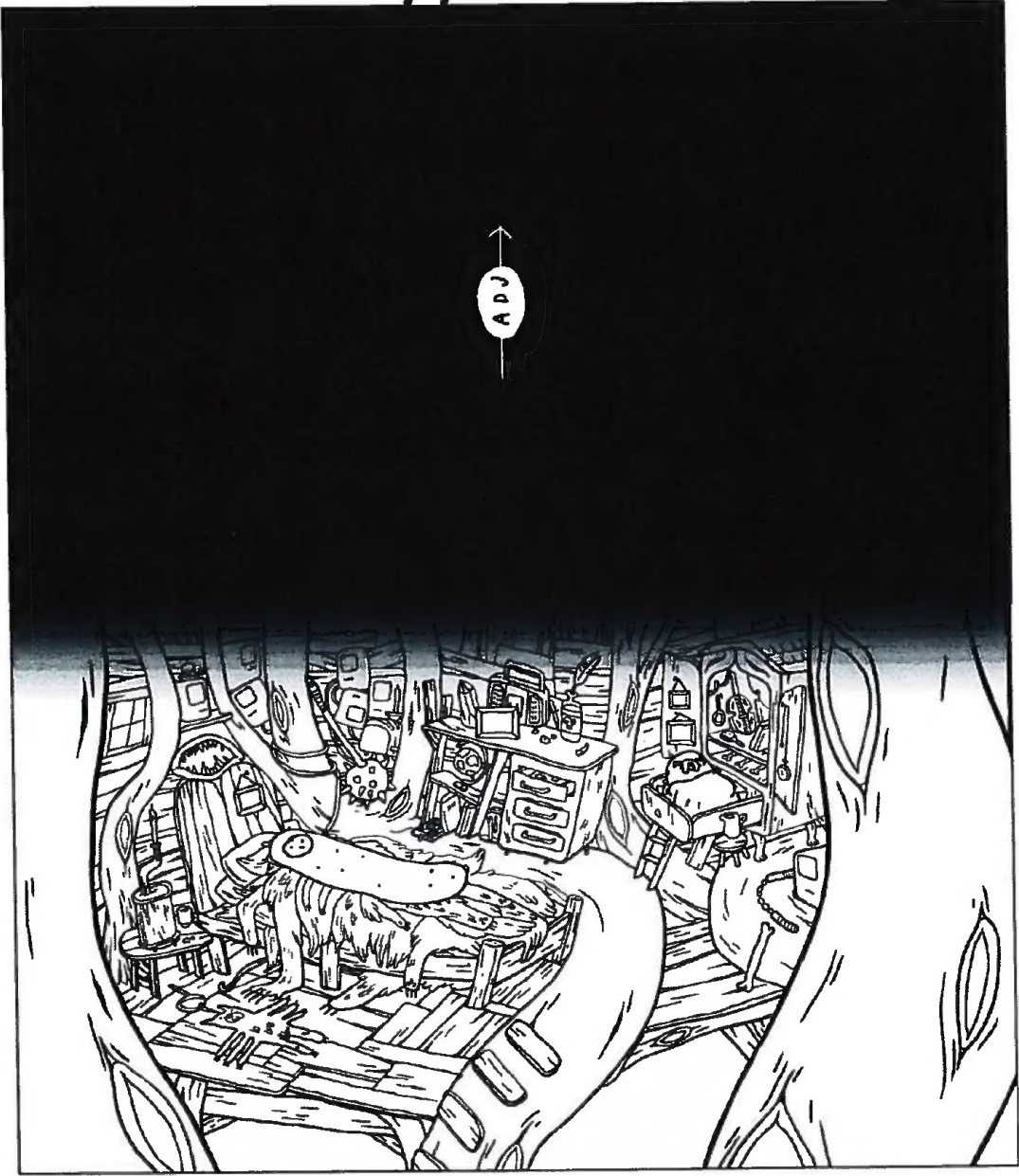
4 2

Sc. 144

Pnl. A

Bg.

day night



- PAN UP TO ROOF.

Sc. 145

Pnl. A

Bg.

day night



- GRASS FINN MERGED W/ FOLAGE OF TREE

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# ADVENTURE TIME



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Sc. 146

Pnl. A

Bg.

day night

Sc. 146 *CONT*

Pnl. B

Bg.

day night



Dialog:

G.F.: [ SLEEP MUTTERING ]

SFX: \* VMMM \*

Action:

== BEAT ==

- IMAGE OF SPIDER DISSOLVES ON/S.

- SPIDER DOESN'T ENTIRELY

MATERIALIZE.

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Timing:

- ① APPEARS
- ② WIGGLES "FINGERS"
- ③ STOPS.

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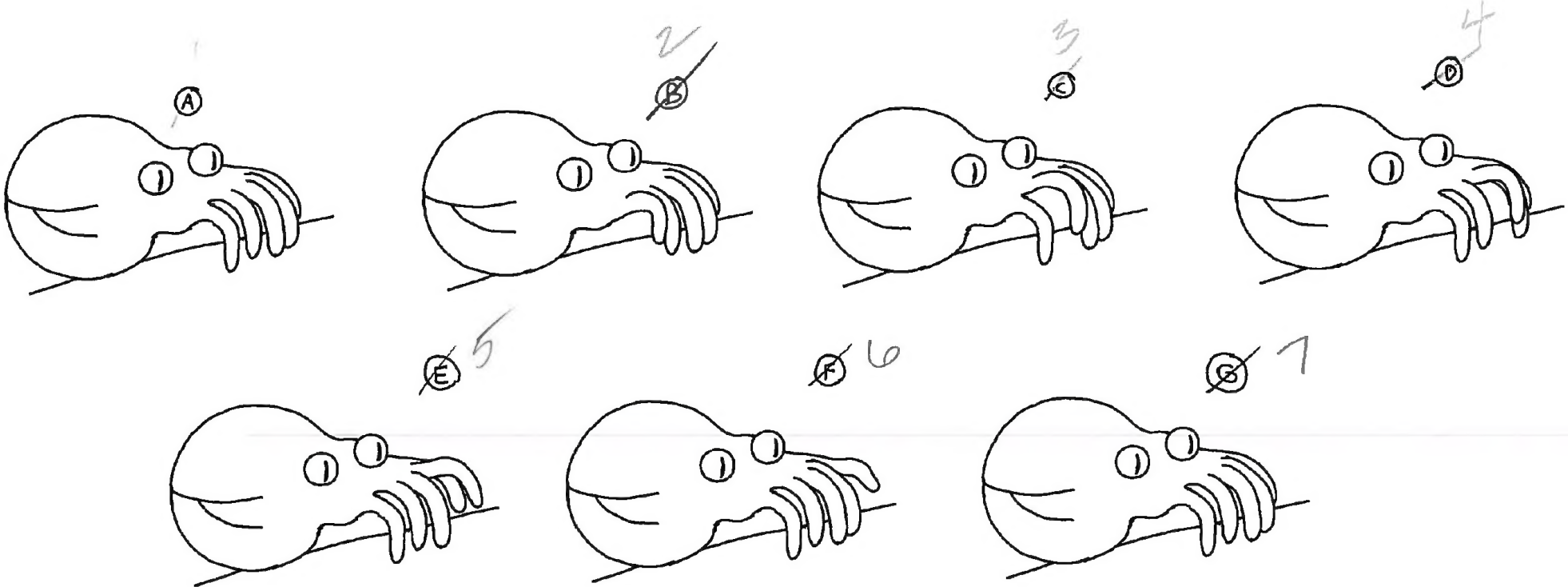
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ADVENTURE TIME



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# ADVENTURE TIME



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Sc. 146 *cont* Pnl. <

Bg.

day night

Sc. 147

Pnl. A

Bg.

day night



Dialog:

Action:

④ SPIDER  
DISAPPEARS.

Timing:

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